

# The Demon Cantina

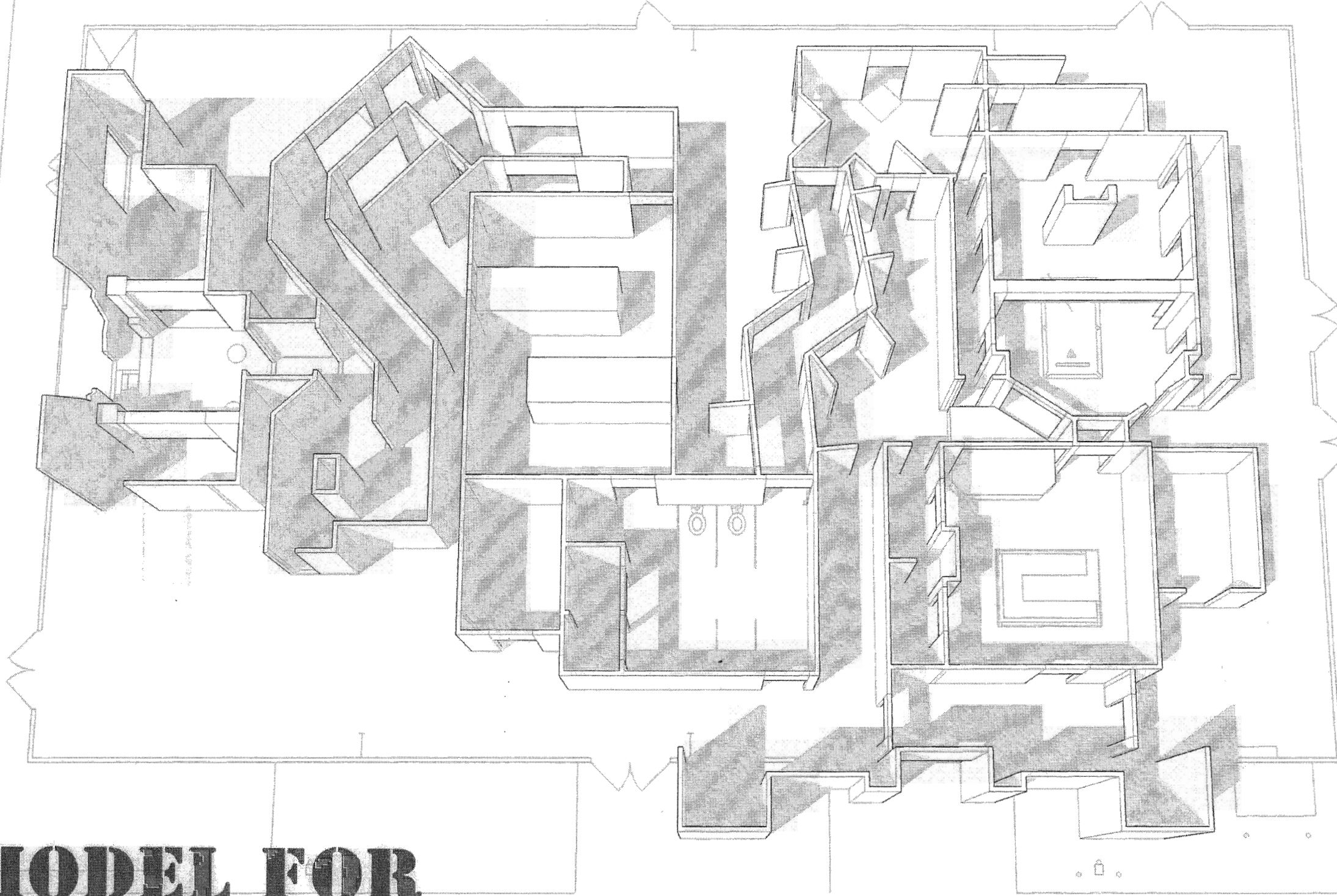








**MODEL FOR  
REFERENCE ONLY**



SHEET No.  
REF-01

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA  
OVERALL REFERENCE

SCALE NTS  
DATE 06/09/05



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STUDIOS, INC. D.B.A. UNIVERSAL





UNIVERSAL ORLANDO  
ENTERTAINMENT - ART & DESIGN  
1000 Universal Studios Plaza  
Orlando, Florida 32816

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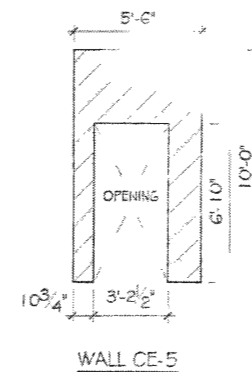
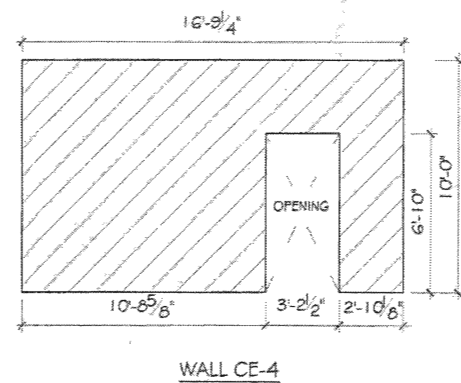
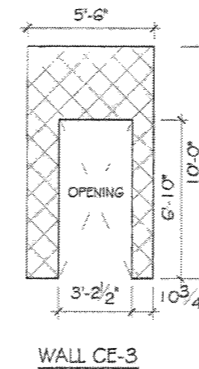
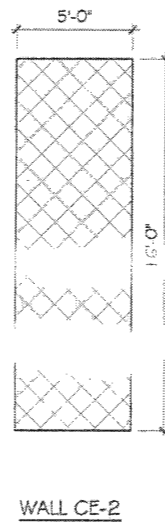
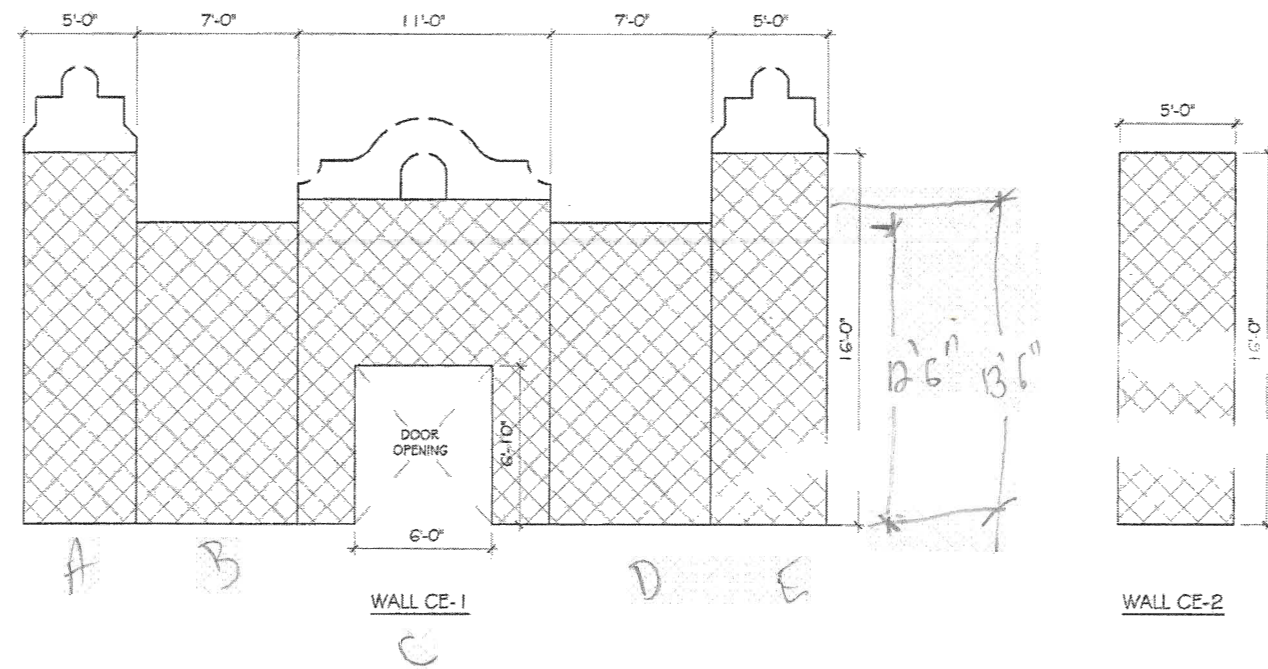
Dealing Time

THE DEMON CANTINA  
WALL ELEVATIONS  
CANTINA ENTRANCE

Area / Acres:

Building/Action  
BLDG. 285  
6-8-05

Bldg. No.	Street No.	Box
	CE-1-5	0



CANTINA ENTRANCE

1. FRAME ALL DOOR OPENINGS. MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.





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ENTERTAINMENT - ART & DESIGN  
5000 Universal Studios Place  
Orlando, Florida 32816

[illegible]

Architect's/Engineer's Stamp

of Receipts		Dr	Cr
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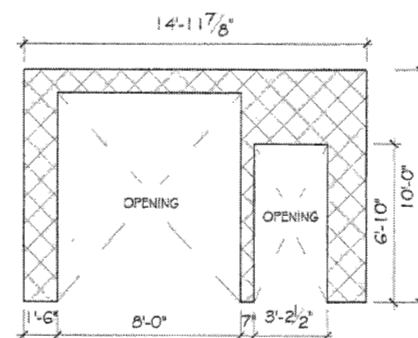
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Drawing Title  
THE DEMON CANTINA  
WALL ELEVATIONS  
BAR & STAGE

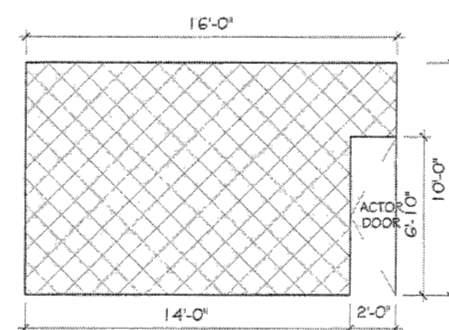
Area / island

BLDG. 285  
6-8-05

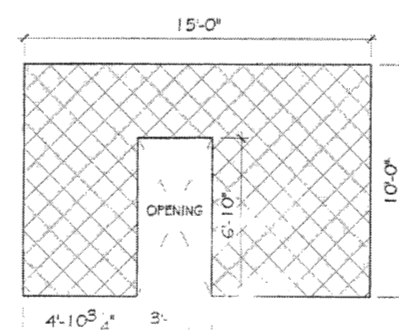
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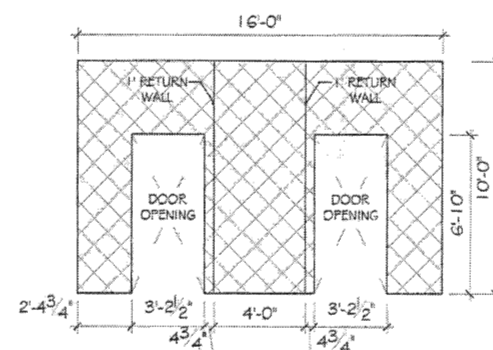
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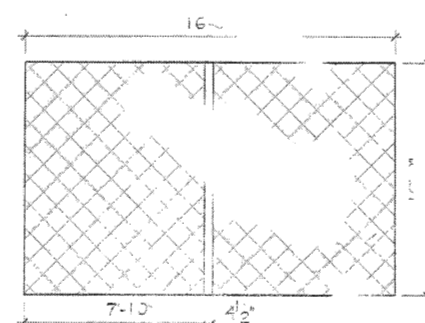
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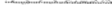

WALL BS-3



WALL BS-4



WALL BS-5

	SKINNED WITH DRYWALL
	SKINNED WITH 3/8" PLY
	SKINNED WITH 3/8" PLY BACK OF WALL (STUDS EXPOSED)
	OPEN STUD WALL

1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.

## BAR & STAGE ELEVATIONS





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1000 Universal Studios Plaza  
Orlando, Florida 32819

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Architect's/Engineer's Stamp

Issues and Revisions

Date Issues and Revisions

By

Rev

Notes

1. 2. 3. 4. 5.

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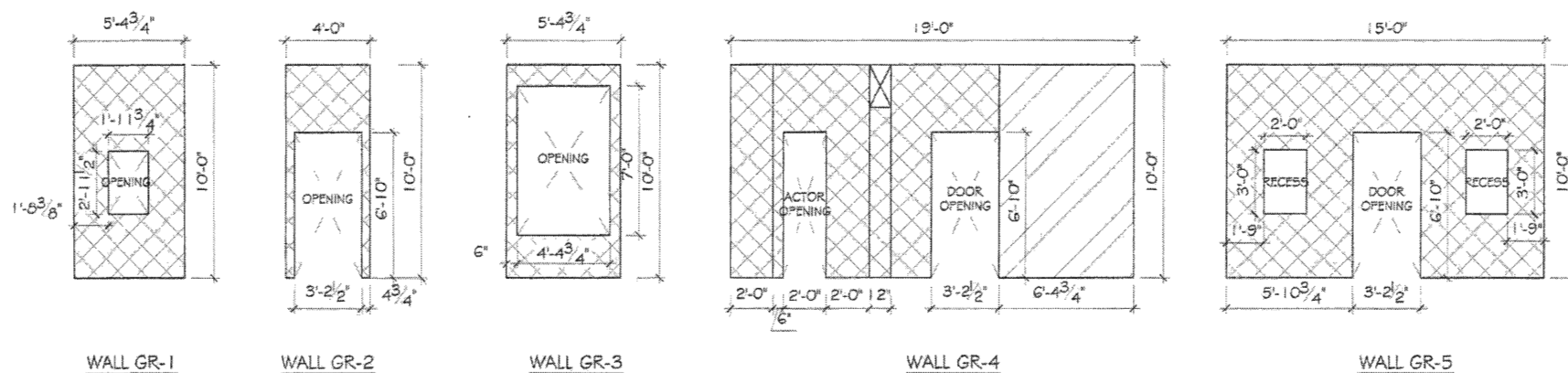
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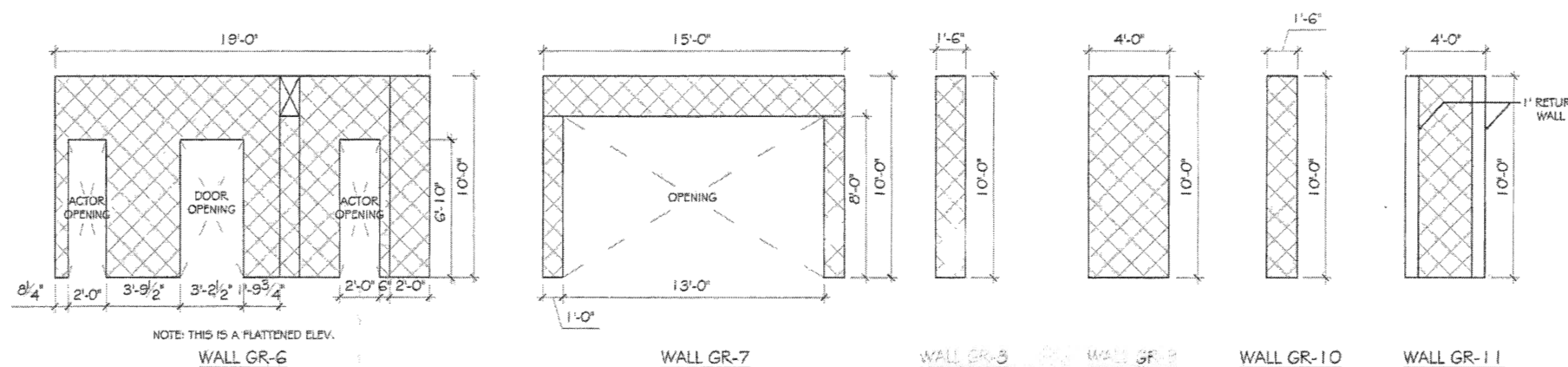
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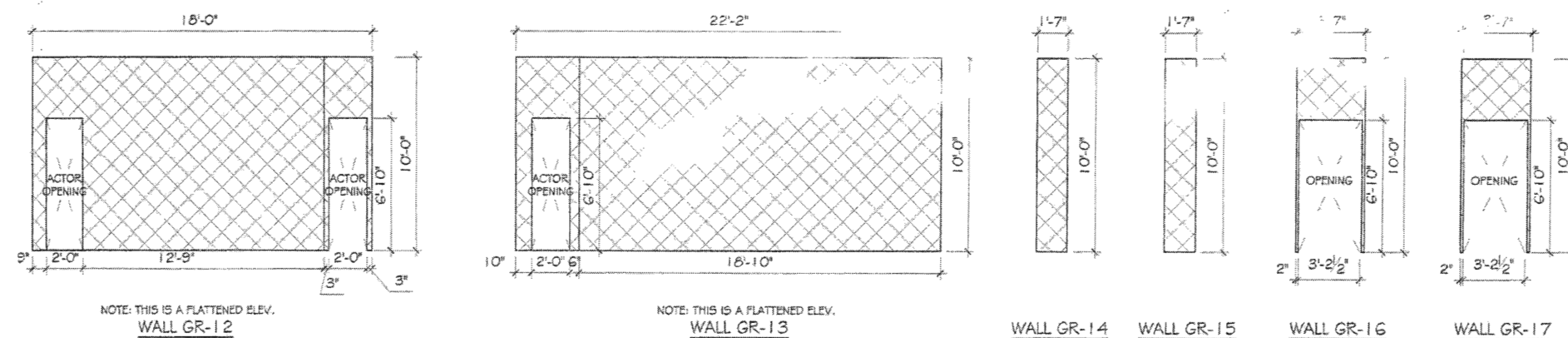
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- SKINNED WITH DRYWALL
- SKINNED WITH 3/8" PLY
- SKINNED WITH 3/8" PLY BACK OF WALL (STUDS EXPOSED)
- OPEN STUD WALL



1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.

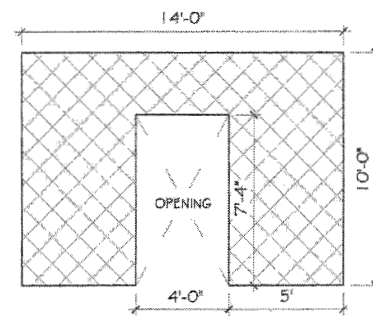


## GAME ROOM ELEVATIONS

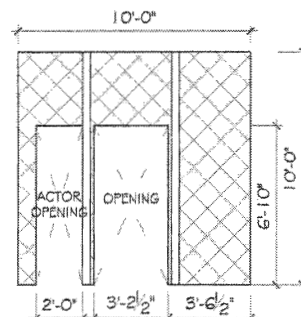
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6-8-05

GR-1-17 0

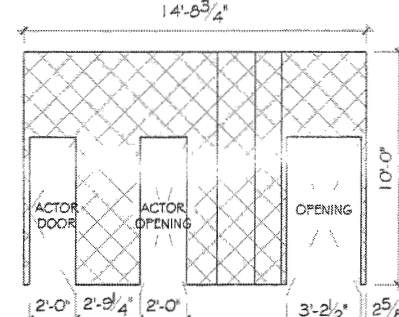




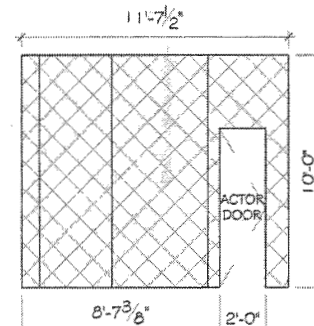
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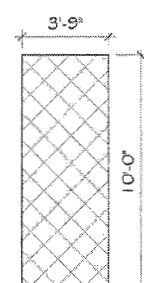
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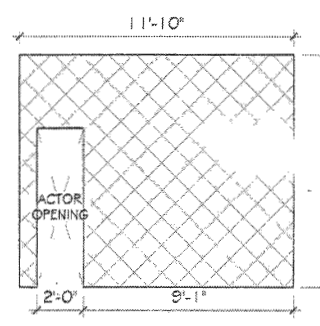
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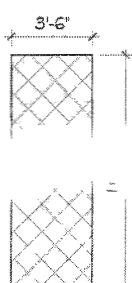
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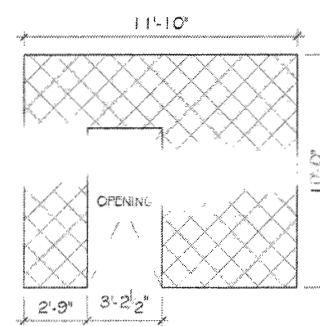
WALL DA-5



WALL DA-6



WALL DA-7



WALL DA-8

- KEY NOTE
- SKINNED WITH DRYWALL
  - SKINNED WITH 5/8" PLY
  - SKINNED WITH 5/8" PLY BACK OF WALL (STUDS EXPOSED)
  - OPEN STUD WALL

## DANCERS ELEVATIONS

1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
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4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.



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ORLANDO, FL 32819

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Architect/Engineer's Stamp

Revisions

No.	Date	Revised By	Revised For
1	06/10/05	DM	FOR BID

Drawn: DM  
Checked: DM  
Scale: 1/8" = 1'-0"

THE DEMON CANTINA  
WALL ELEVATIONS  
DANCERS

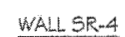
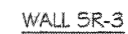
Building/Attraction  
BLDG. 285  
6-8-05

Sheet No. DA-1-8









- ## STORAGE ROOM ELEVATIONS



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Orlando, Florida 32816

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Architect's/Engineer's Stamp

### Issues and Revisions

Date	Issues and Revisions	By	One
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05/10/02	RELEASE FOR BID	IN	Q1
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[illegible]

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2009

Demetrius

10. The following information is available for the year ended 31/12/2014:

Case File

$$1/8'' = 1' \times 0''$$

Drawing Title

THE DEMON CANTINA

WALL ELEVATIONS

STORAGE ROOM

Page 1 / 1

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Building/Alt. system

B.DG. 285

5-8-05

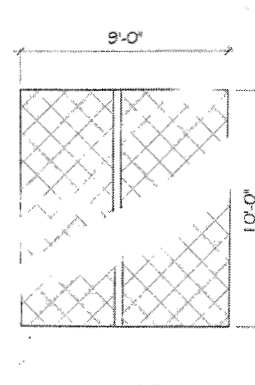
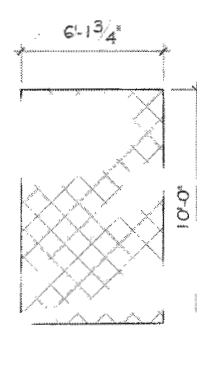
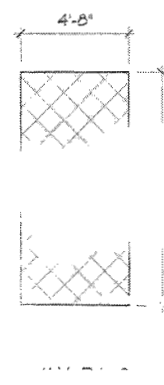
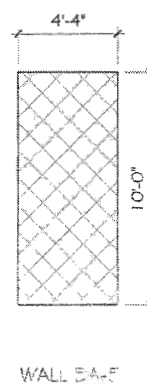
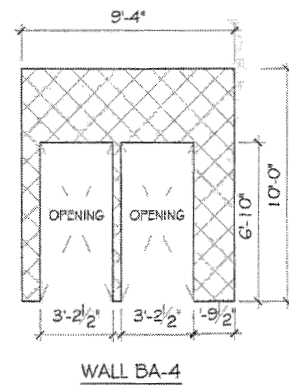
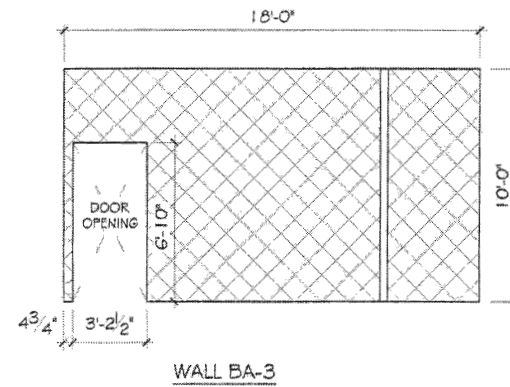
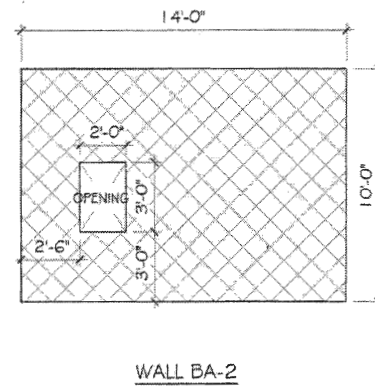
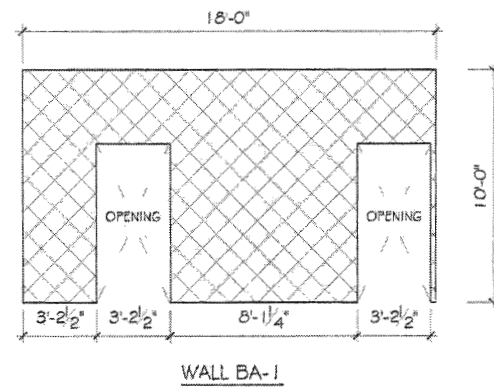
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CB 1 1 2

SR-1-4 10





- KEY NOTE
- SKINNED WITH DRYWALL
  - SKINNED WITH 3/8" PLY
  - SKINNED WITH 3/8" PLY BACK OF WALL (STUDS EXPOSED)
  - OPEN STUD WALL

## BATHROOM ELEVATIONS

1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.



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Architect's/Engineer's Stamp

Revisions and Approvals

Date	Revised and Revisions	By	Chk
10/10/05	REVISION FOR BID	MM	DM

Project  
Checked  
Drawn

Proj. No.  
DAD File  
Scale

Drawing Title  
THE DEMON CANTINA  
WALL ELEVATIONS  
BATHROOM

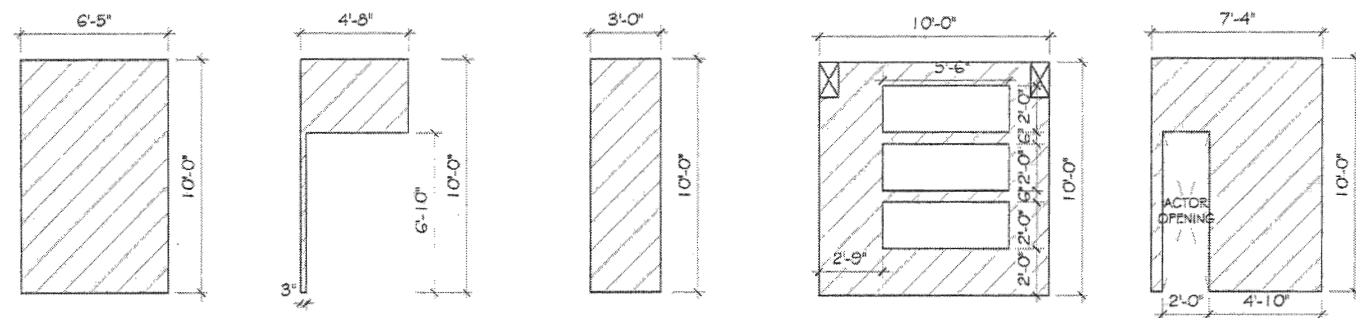
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BLDG. 285  
6-8-05

Bldg. No. Sheet No. Rev.

BA-1-9

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WALL CA-1

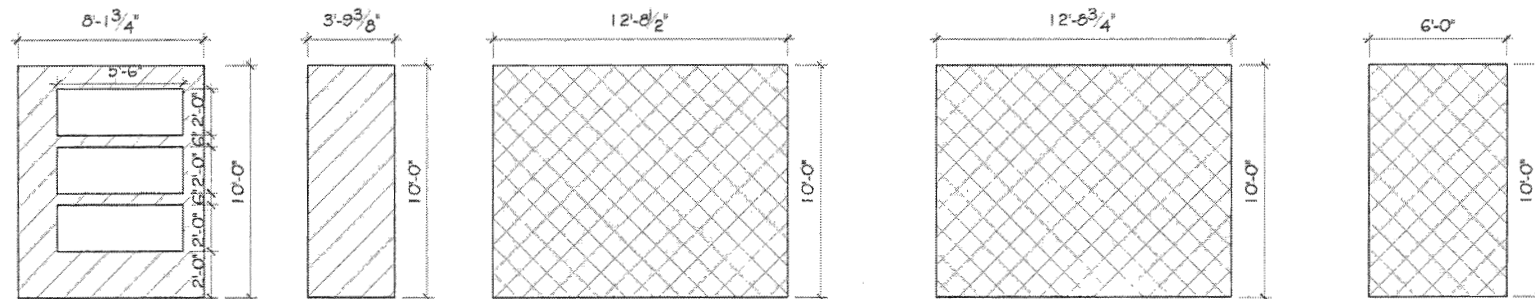
WALL CA-2

WALL CA-3

WALL CA-4

WALL CA-5

- SKINNED WITH DRYWALL
- SKINNED WITH 3/8" PLY
- SKINNED WITH 3/8" PLY BACK OF WALL (STUDS EXPOSED)
- OPEN STUD WALL



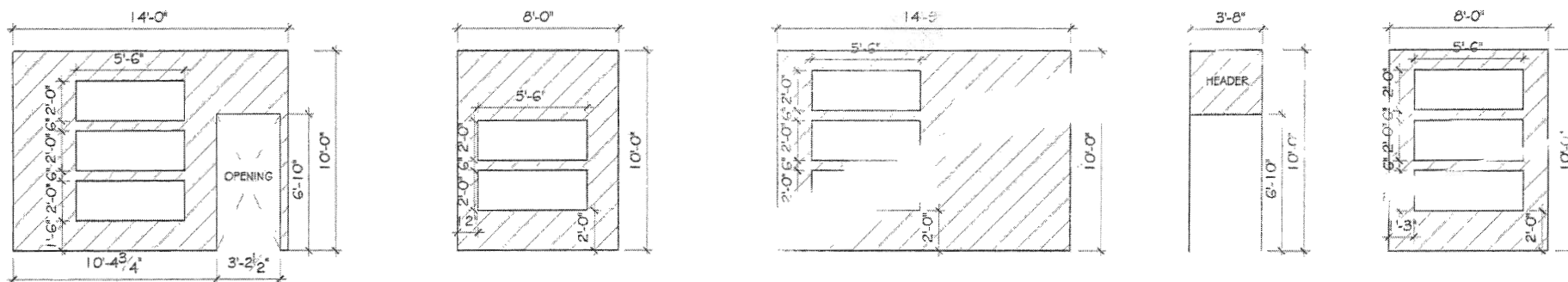
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WALL CA-8

WALL CA-9

WALL CA-10



WALL CA-11

WALL CA-12

WALL CA-13

WALL CA-14

WALL CA-15

## CATACOMBS ELEVATIONS

1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.

### KEY NOTE



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Orlando, Florida 32816

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Architect/Engineer's Stamp

Revisions and Approvals

Rev.	Date	Revised by	Revised for	By	Check
1	01/15/13	REDESIGN FOR BID		AR	OK

Project  
Checked: DP  
Drawn: ND  
Proj. No.  
CADD File: 1000000000  
Scale: 1/8" = 1'-0"

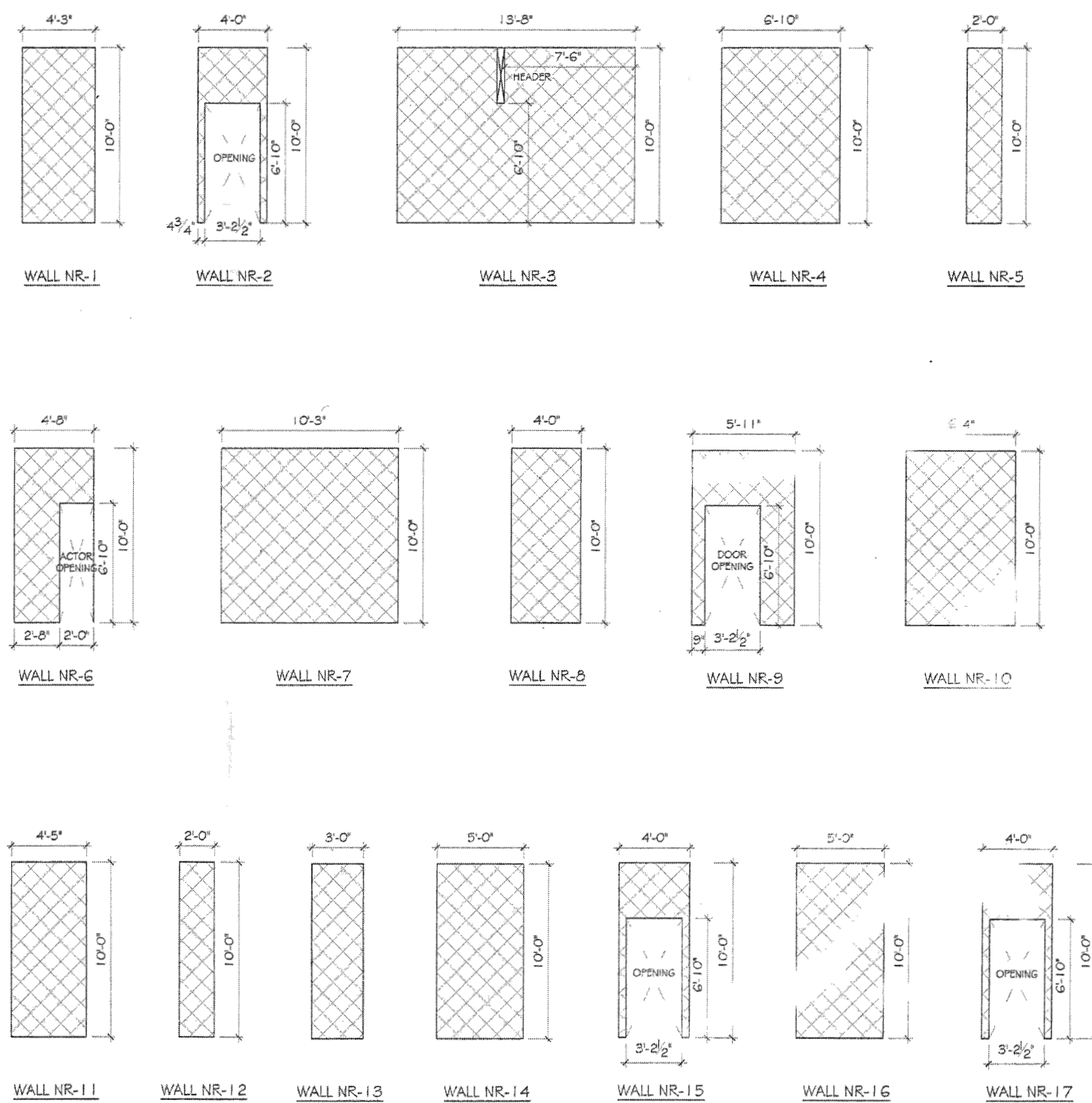
Drawing Title  
THE DEMON CANTINA  
WALL ELEVATIONS  
CATACOMBS

Building/Location  
BLDG. 285

Sheet No.  
CA-1-15

Rev.  
0





- SKINNED WITH DRYWALL
- SKINNED WITH 3/8" PLY
- SKINNED WITH 3/8" PLY BACK OF WALL (STUDS EXPOSED)
- OPEN STUD WALL

# NESTING ROOM ELEVATIONS

1. FRAME ALL DOOR OPENINGS TO MATCH SPECIFIC DOOR DESIGN.
2. OVERALL WALL DIMENSIONS SHOWN ARE INTERIOR.
3. DOCUMENTS ARE FOR BID PURPOSES ONLY.
4. ADD ADDITIONAL CROSS MEMBERS TO ALL UNSKINNED WALLS TO PREVENT WALL RACKING.
5. ACTOR DOORS PROVIDED BY CONSTRUCTION.

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Architect/Engineer's Stamp

Issue	Revised	By	On
1	01/15/25	01/15/25	01/15/25

Photo  
Checked  
Graph

Proj. No.  
CADD File  
Scale

Drawing Title  
THE DEMON CANTINA  
WALL ELEVATIONS  
NESTING ROOM

Building/Structure  
BLDG. 255

Sheet No.  
NR-1-17





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Architect's/Engineer's Stamp

Issues and Revisions

Date: Issued and Revisions By: Date

1. 04/10/18 RELEASE FOR BIDDING 04/10/18

2. 04/10/18 04/10/18

3. 04/10/18 04/10/18

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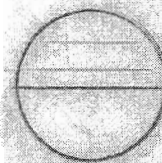
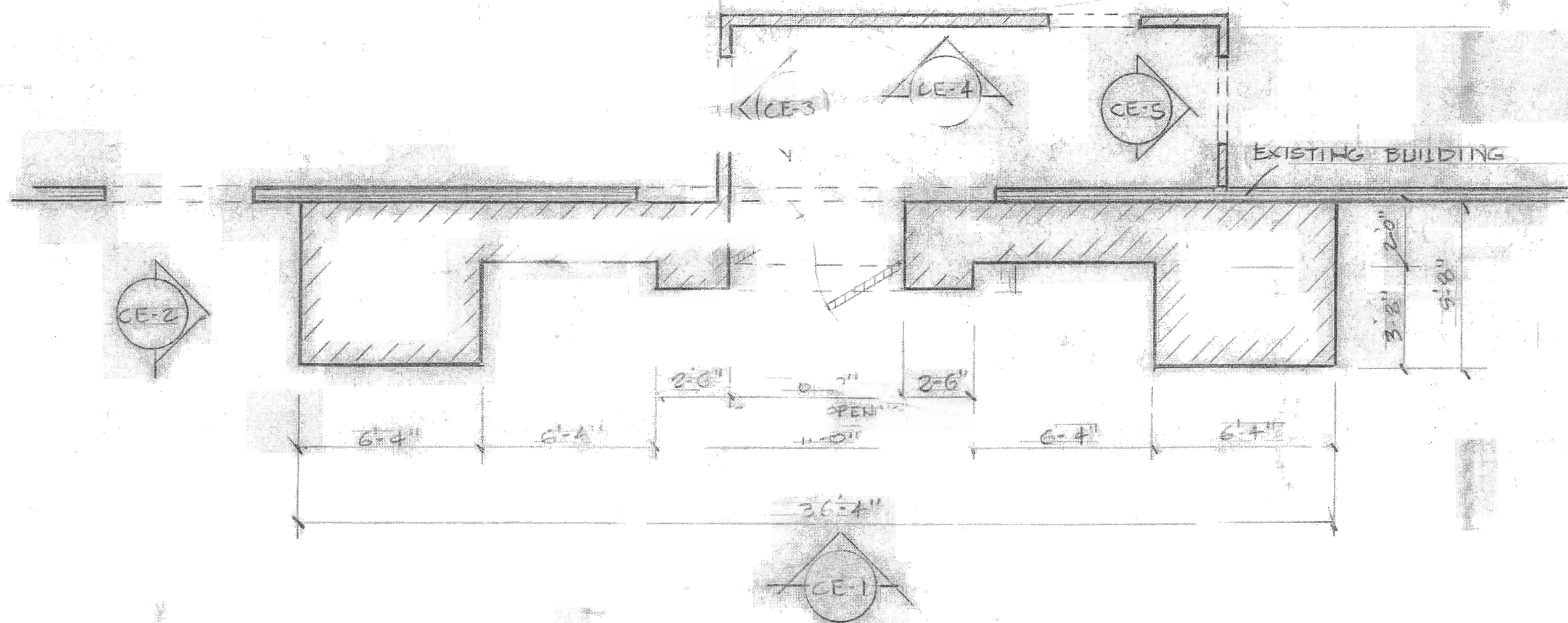
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CANTINA ENTRANCE - GROUND PLAN

1/4" = 1'-0"

SHEET No.  
DC-01

AREA  
CANTINA ENTRY

PROJECT HALLOWEEN HORROR NIGHTS XV

SCALE 1/4" = 1'-0"

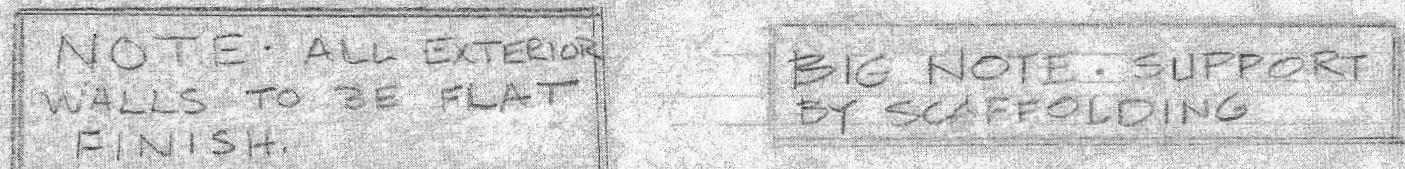
DATE 6/4/05



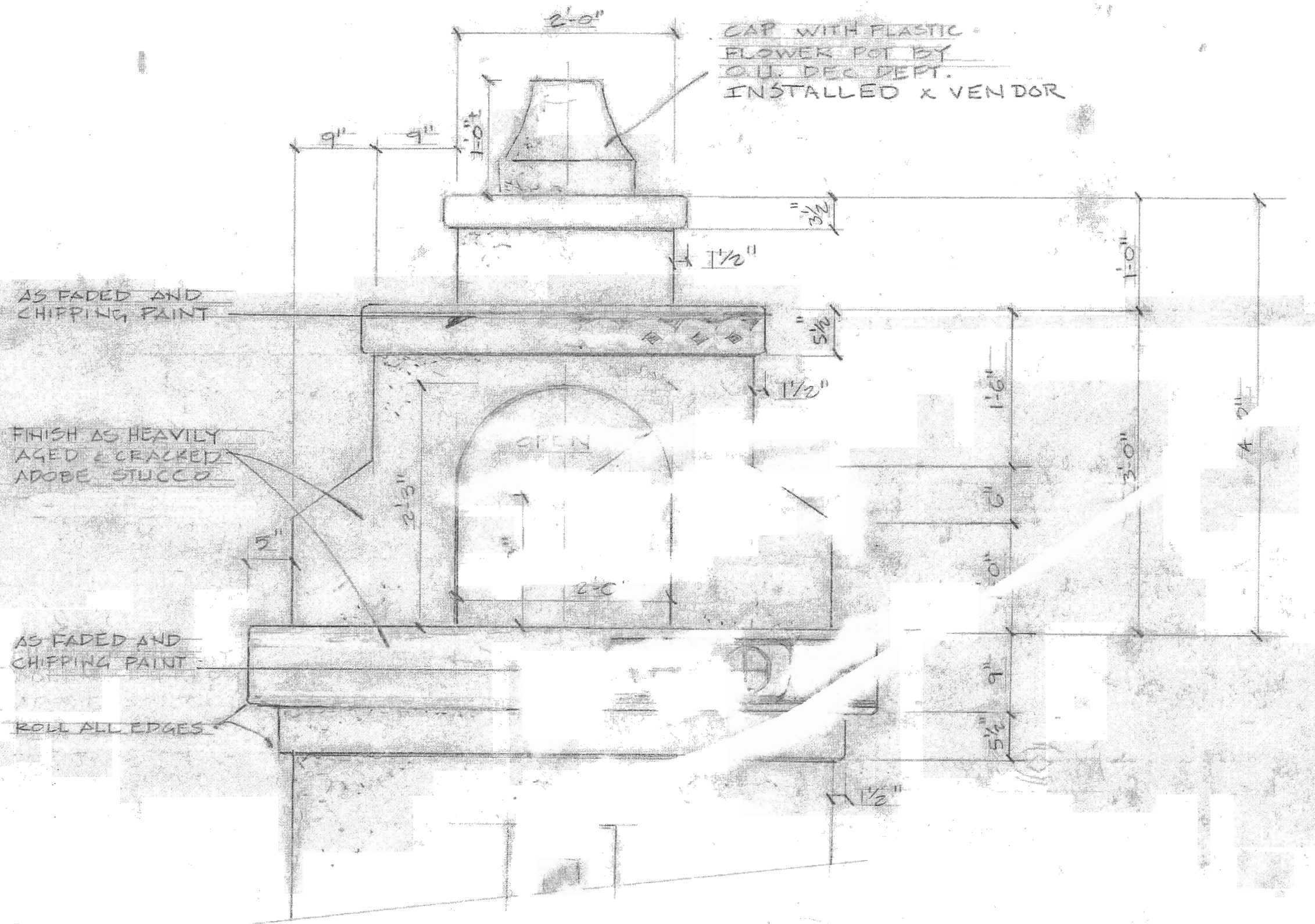
DATE 6/01/05

AREA CONTINUED

100







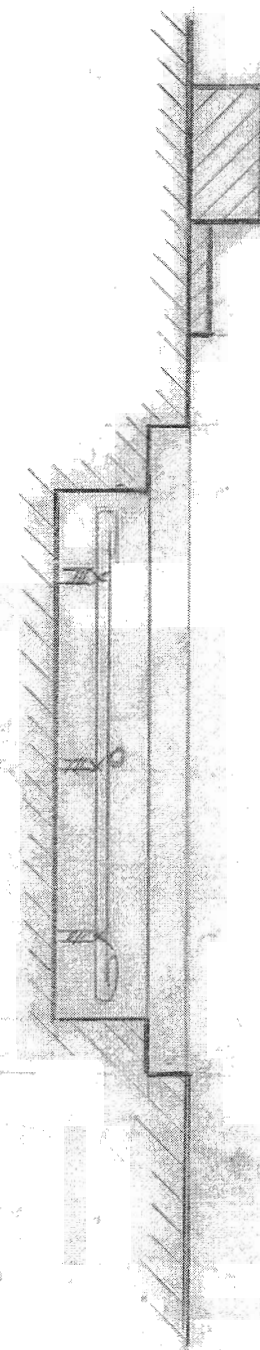
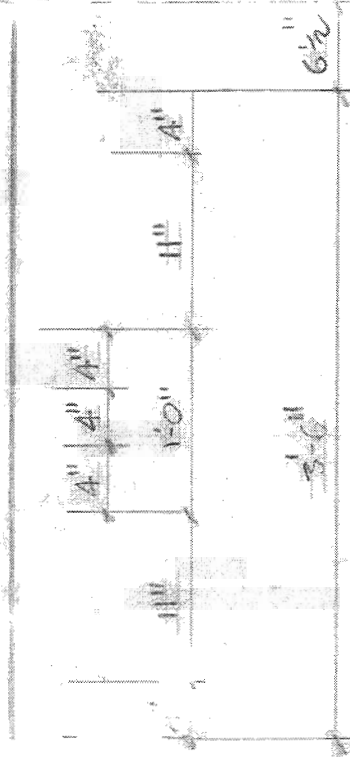
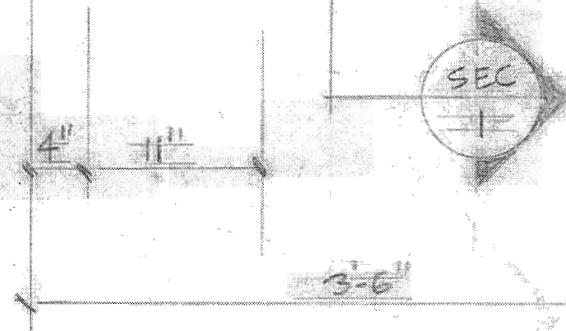
CE-1A COROLA - DETAIL



FINISH AS  
HEAVILY AGED  
& CRACKED  
ADobe STUCCO

AS RED  
NEON 2'-8"

ROUND ALL  
EDGES



CE-ID ARROW SLIT- DETAIL

1"=1'-0"

SECTION

1"=1'-0"

SHEET No.  
DC-04

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA

CANTINA ENTRY

SCALE 1"=1'-0"

DATE 06/04/05

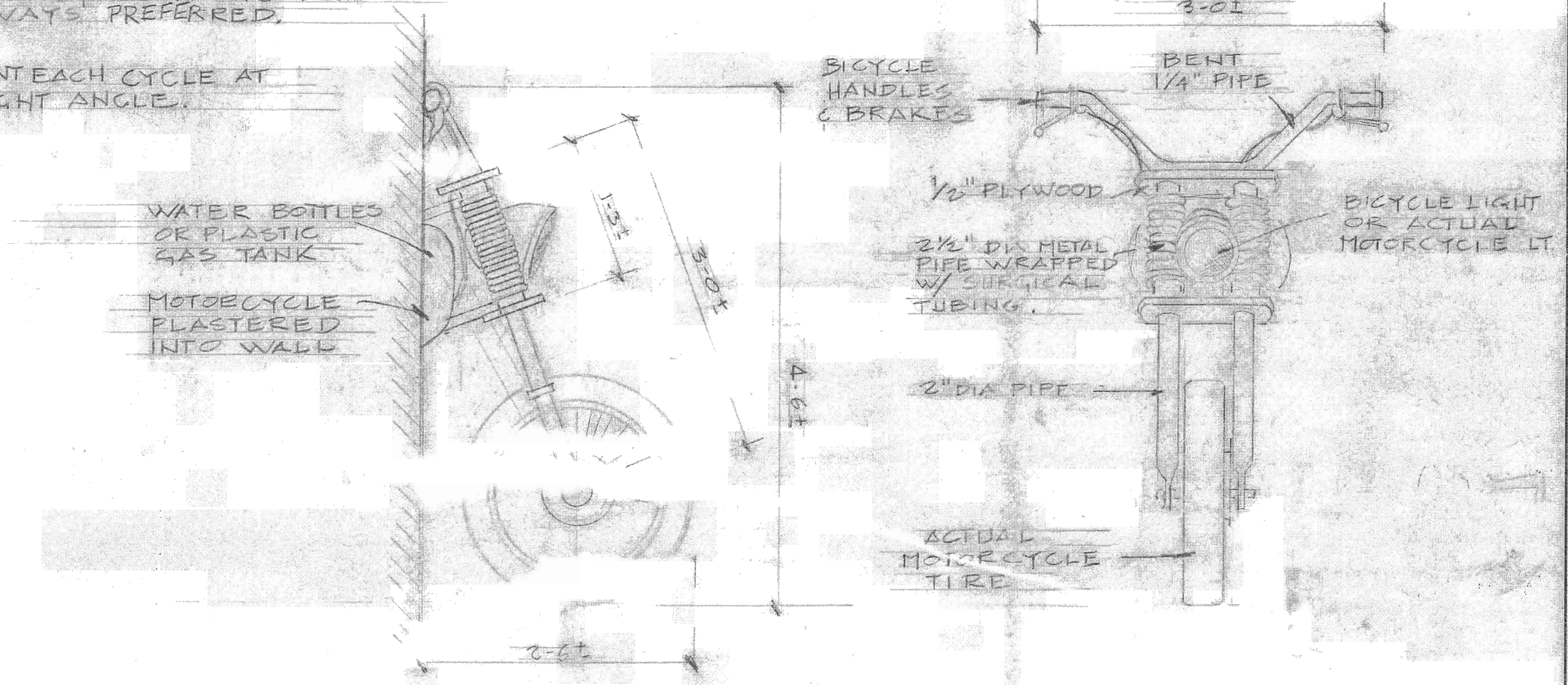


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THE FOLLOWING ARE SUGGESTIONS  
FOR CONSTRUCTION. THE INTENT  
IS TO HAVE WHAT LOOKS LIKE  
MOTORCYCLES HALF BURIED  
IN THE WALLS OF THIS CHURCH  
BUDGET PERMITTING. ACTUAL  
MOTORCYCLE PARTS ARE  
ALWAYS PREFERRED.

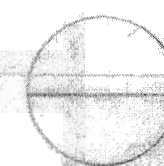
MOUNT EACH CYCLE AT  
SLIGHT ANGLE.



CE-1E MOTORCYCLE FRONT-TYP

\*BUILD (6) EACH CYCLE  
TO BE DIFFERENT

1"=1'-0"

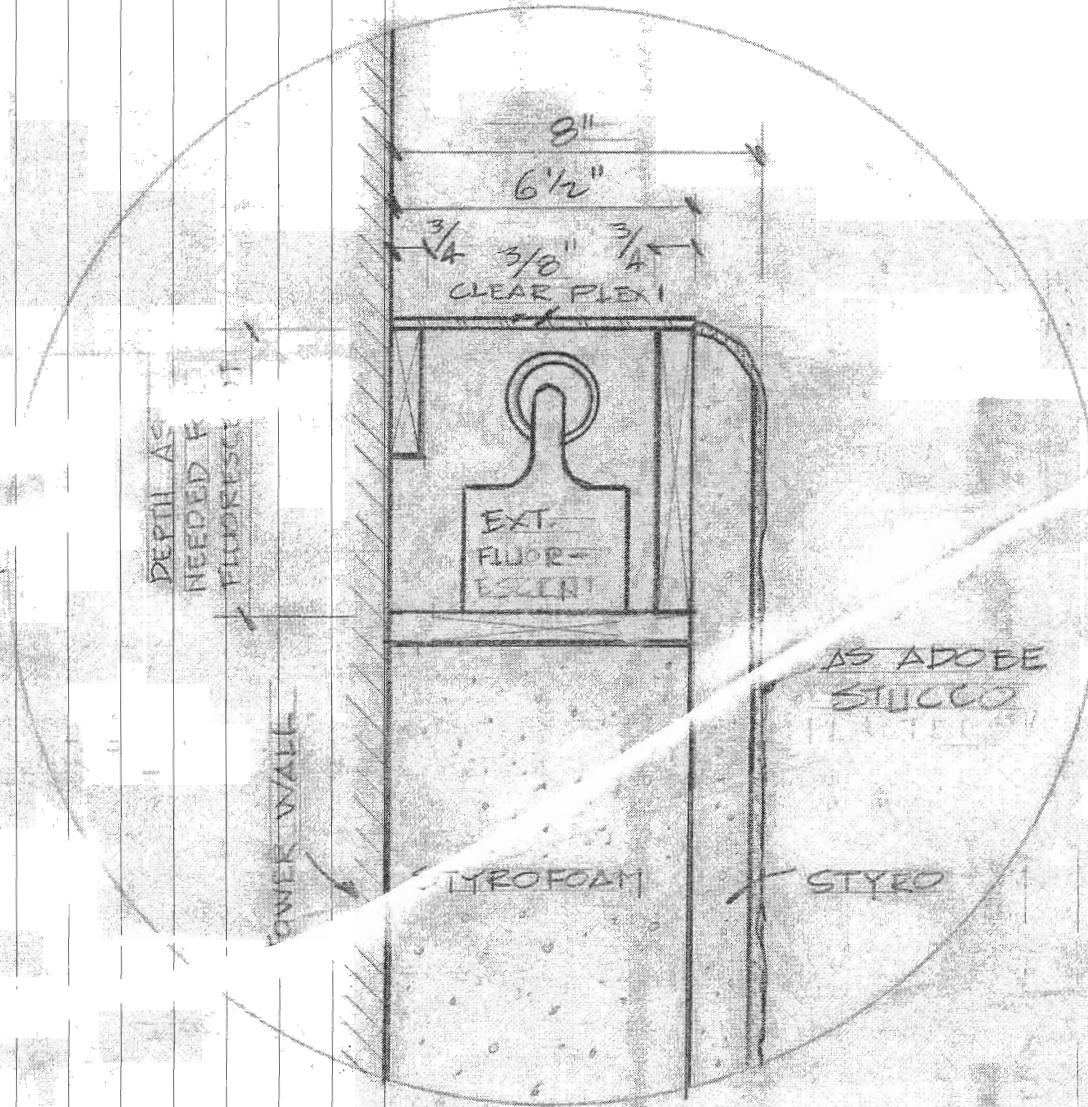
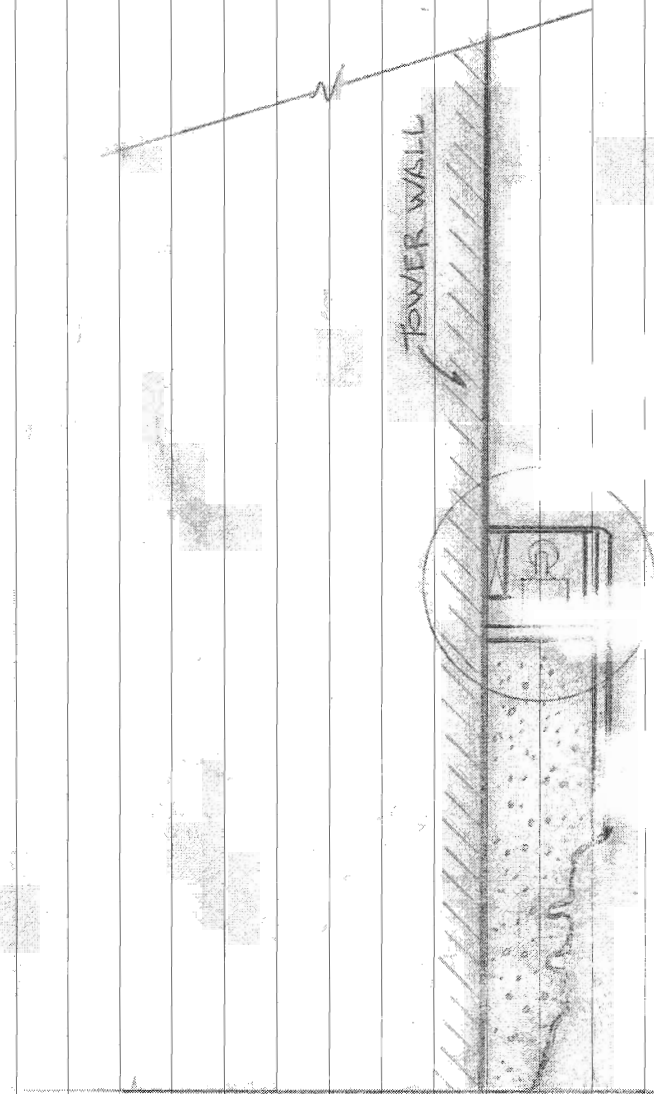


SIDE VIEW

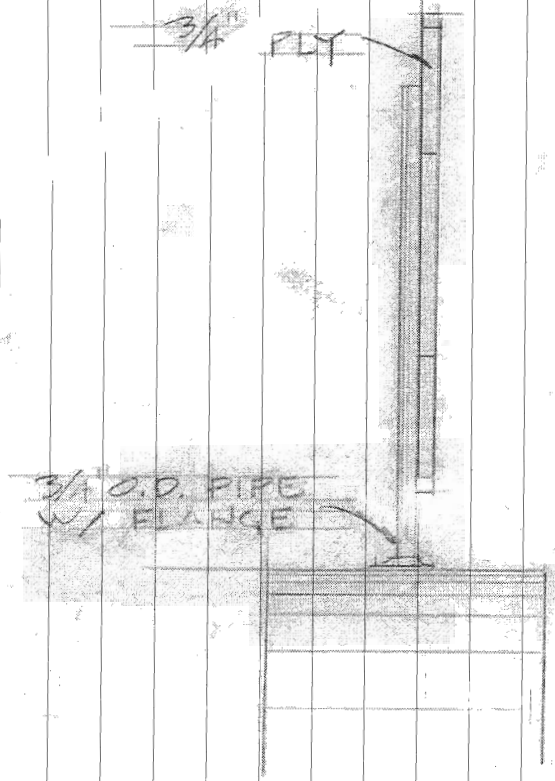
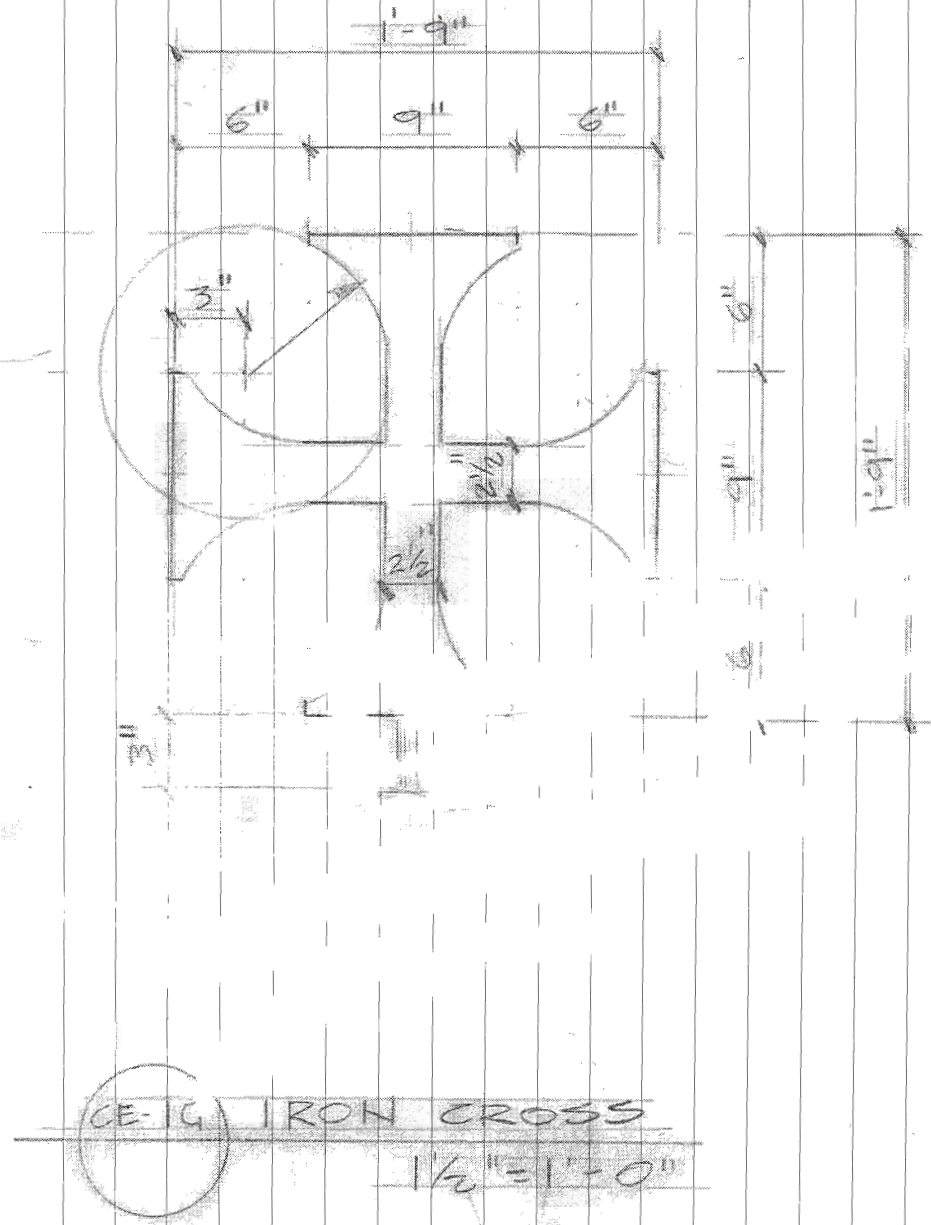
1"=1'-0"



- \* NOTE: (4) 4'-0" LONG, EXT. BLACK-LIGHT FLUORESCENT FIXTURES AND BULBS ARE NEEDED FOR FRONT AND OUTER SIDES OF THE TOWERS.
- \* (2) 2'-0" LONG, EXT. BLACK-LIGHT FLUORESCENT FIXTURES AND BULBS ARE NEEDED FOR THE INNER SIDES OF TOWERS.









CONTINUE 3/4"  
PLANT-ONS  
ON RETURNS

FINISH AS  
CUT STONE  
3/4" THICK  
PLANT-ONS

FINISH AS  
CUT STONE  
12" X 8" X 3/4"  
PLANT-ONS

3 1/2"

6'-8 1/2"

12" 3 1/2"

13 1/2" X 12"  
X 1 1/2" THK.  
PLANT-ON

2'-6"

6'-0"

2'-6"

FINISHED OPENING

CE-1H

DOORWAY DETAIL

1/2" = 1'-0"

1'-3"

2"

1-2 STEP  
BACK

4'-5"

3'-5"

HUBCAPS BY UO  
NOT SHOWN

DR. HNDL.  
BY O.U.  
DEC. REPT.

6'-7"

8'-0"

FINISHED OPENING

10'-0"

2" DIA. ROSETTES  
BY O.U. DEC.

ROUTE EDGES

5 1/2"

1 1/2" 1 1/4" 1 1/2"

SECTION  
3" = 1'-0"

\*NOTE - ALWAYS BUILD  
DOORS 1" SHORTER THEN  
OPENING TO ALLOW FOR  
DOORS TO SWING EASILY

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EXCLUDED FROM AUTOMATIC  
DOWNGRADING AND DECLASSIFICATION



SCALE AS NOTED

PROJECT HALLOWEEN HORROR NIGHTS XV

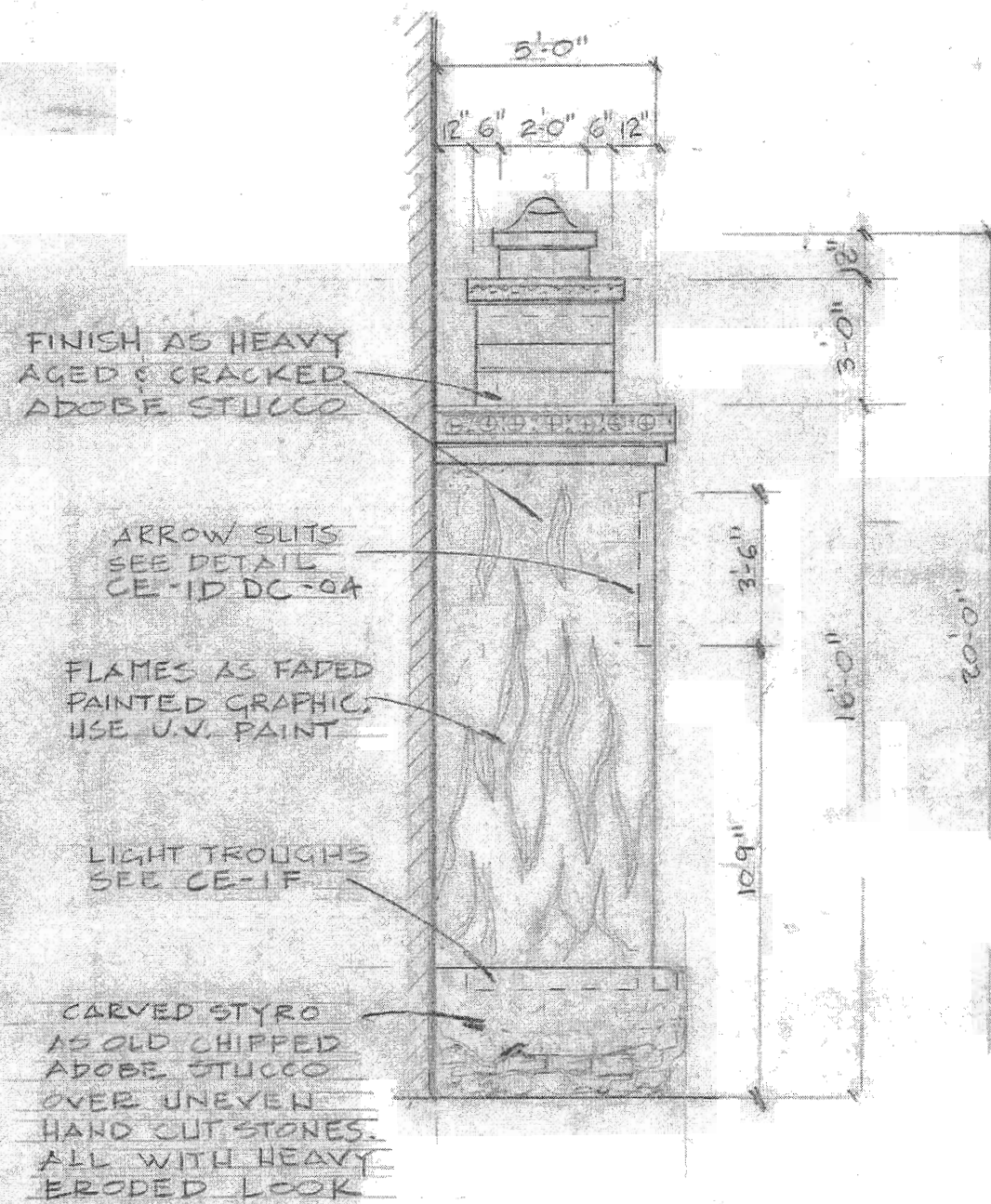
SHEET No.

DATE 06/04/05

AREA CANTINA ENTRY

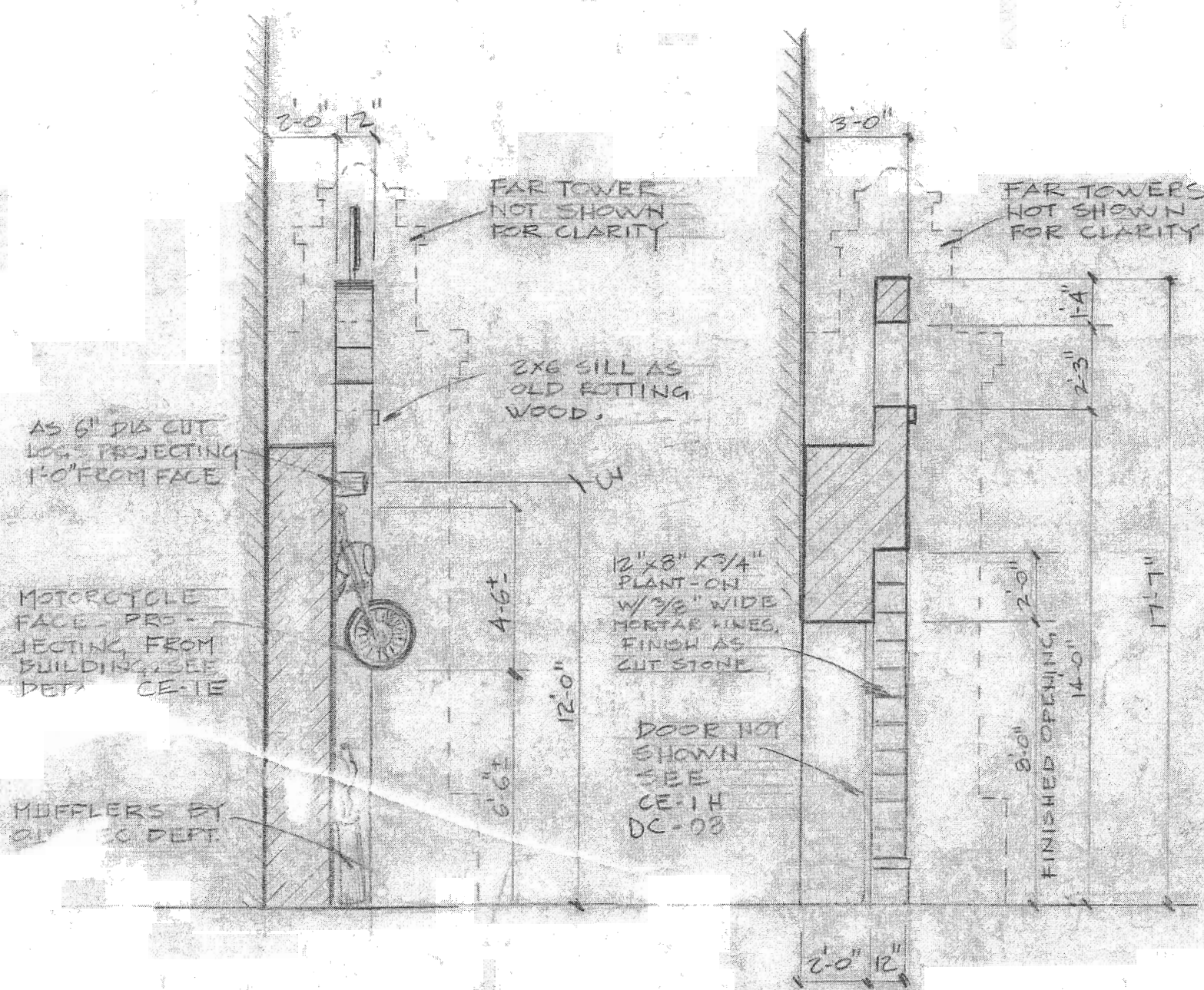
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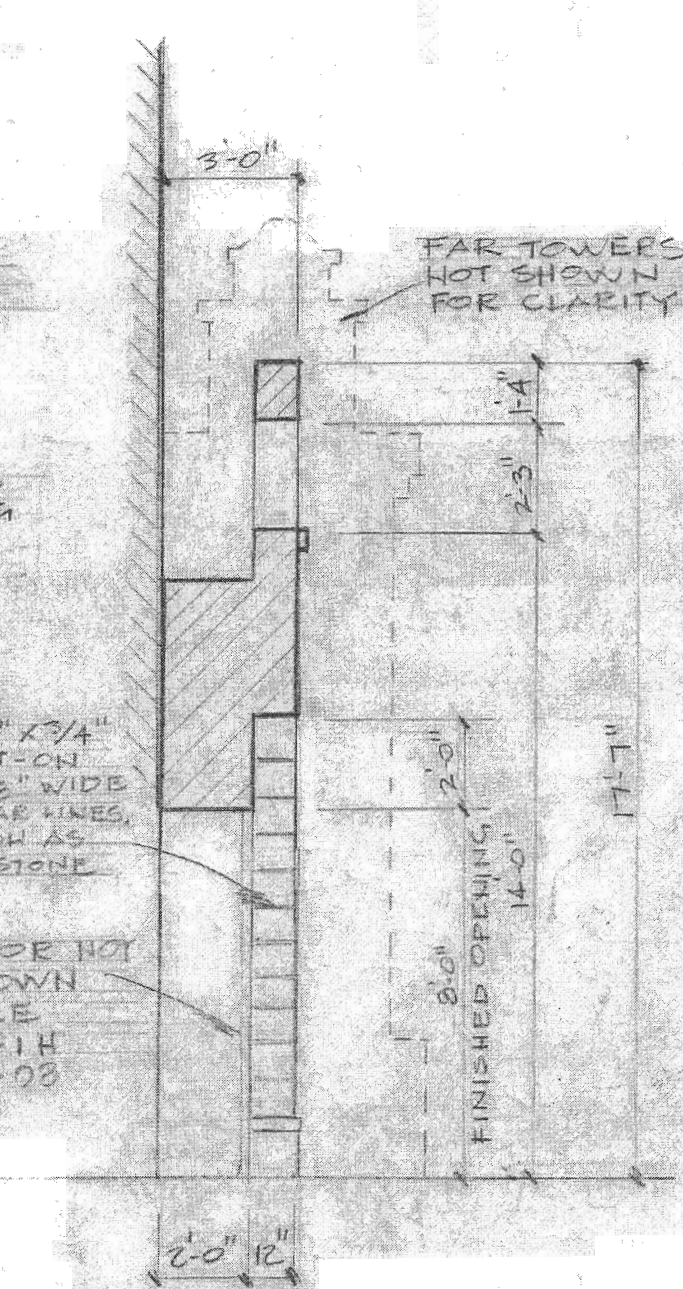
CE-2 ELEVATION

\* 1/4" = 1'-0"



CE-1B SECTION

\* 1/4" = 1'-0"



CE-1C SECTION

\* 1/4" = 1'-0"

SHEET No.

DC 07

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA

SCALE

1/4" = 1'-0"

DATE

06/04/05

ENTRY

CANTINA

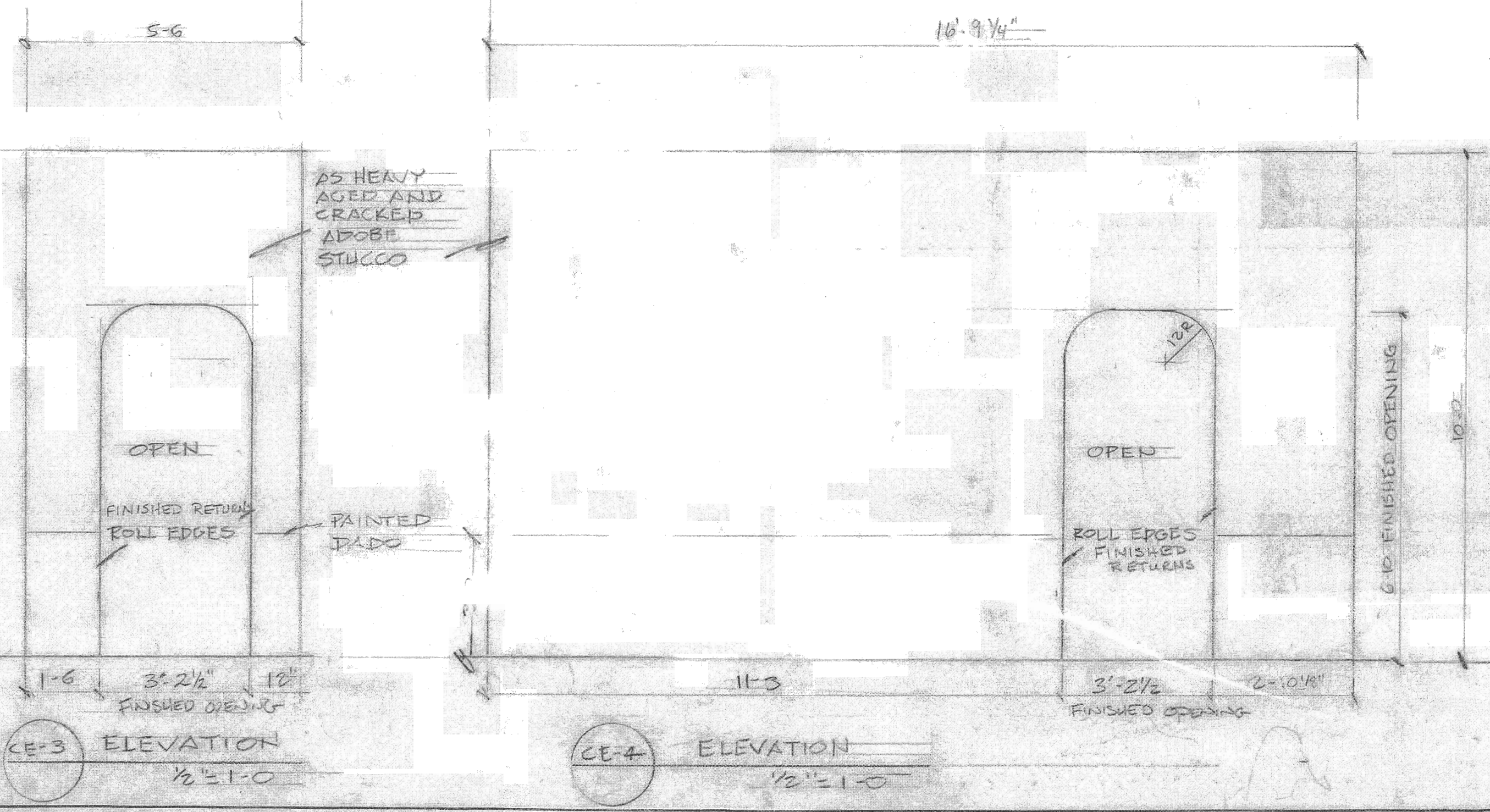
DESIGN

ENTERTAINMENT

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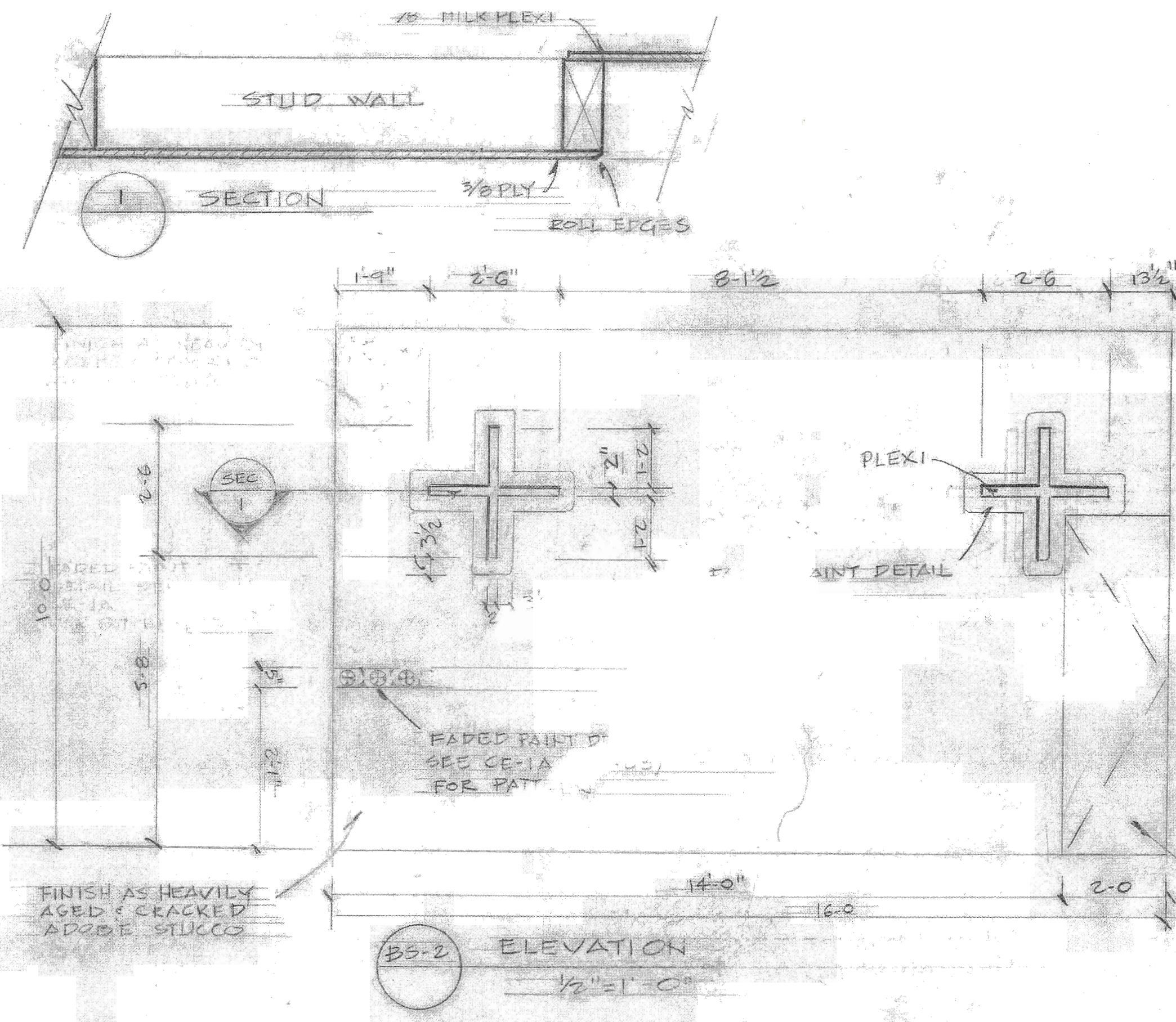












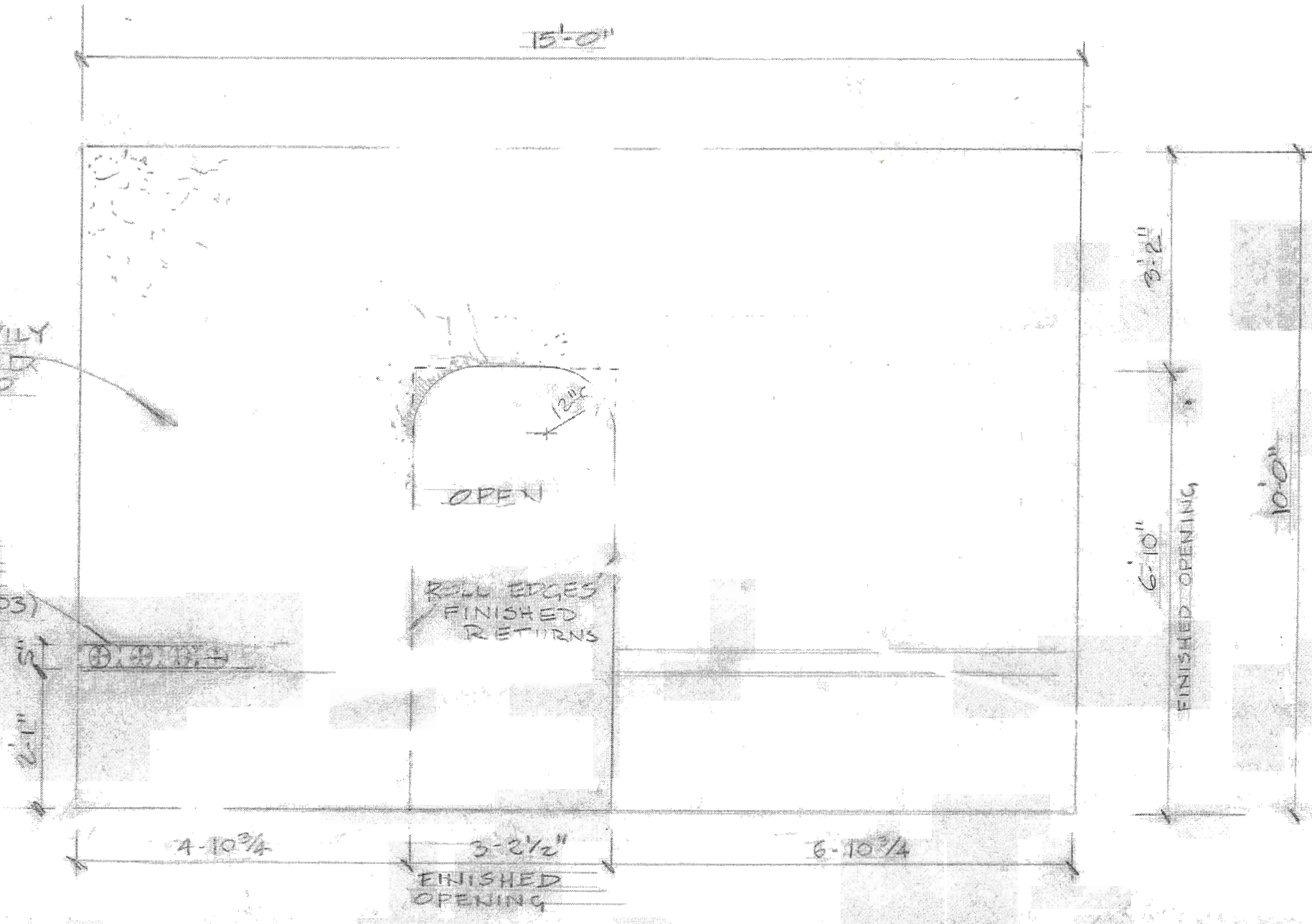




SHEET No. DC-15	PROJECT HALLOWEEN HORROR NIGHTS XV	SCALE $\frac{1}{2}" = 1'-0"$
	AREA BAR + STAGE	DATE 06/04/05

FINISH AS HEAVILY  
AGED & CRACKED  
ADobe STUCCO

FADED PAINT  
DETAIL SEE  
CE-1A(SHT# DC-03)  
FOR PATTERN



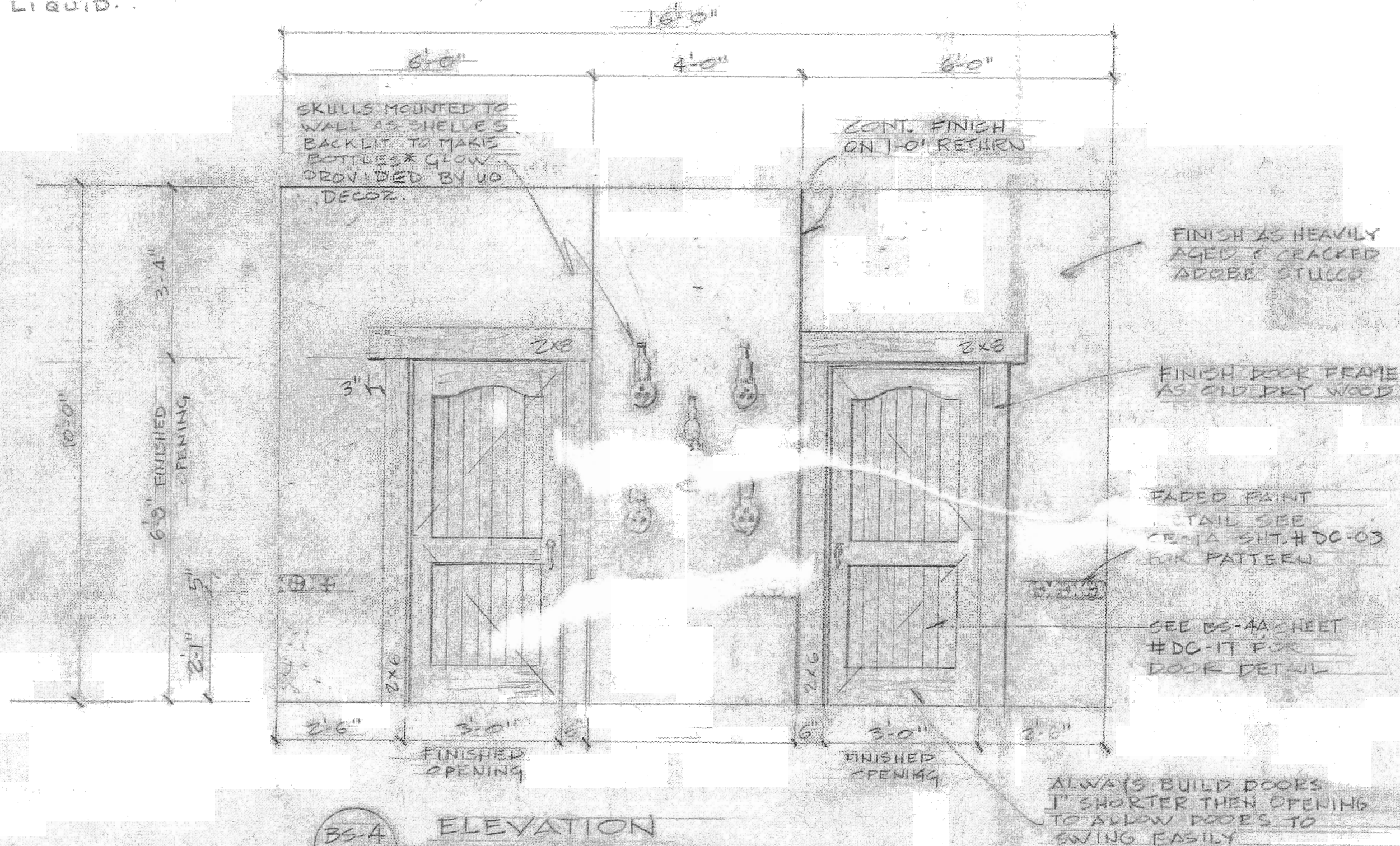
BE-3

ELEVATION

$\frac{1}{2}" = 1'-0"$



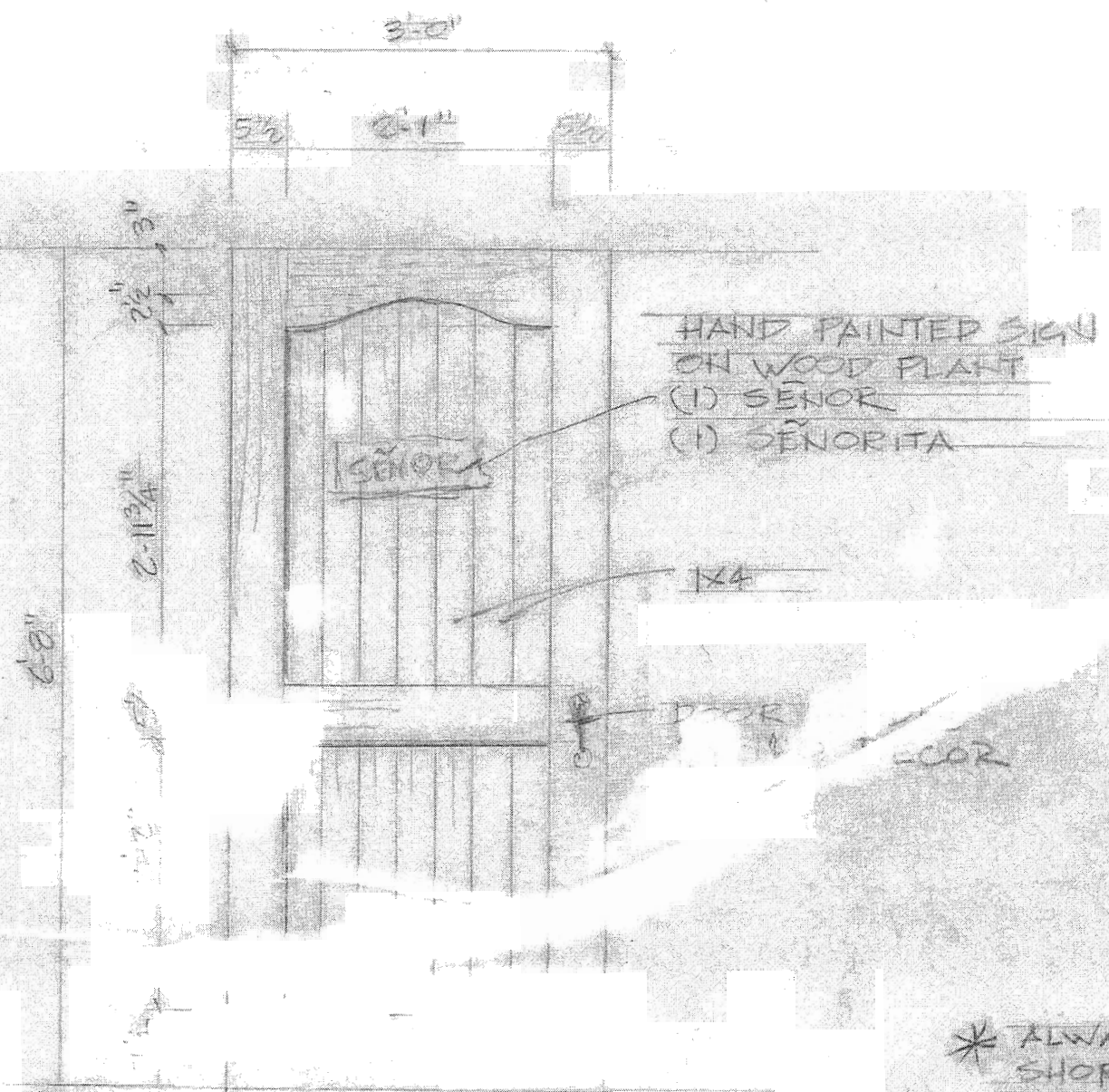
\* BOTTLE COLOR CAN VARY BUT SHOULD INCLUDE CLEAR AND APPEAR TO CONTAIN LIQUID.



BS-4 ELEVATION  
1/2" = 1'-0"



\* FINISH AS OLD DRY WOOD  
FINISH BOTH SIDES



HAND PAINTED SIGN  
ON WOOD PLANT  
(1) SEÑOR  
(1) SEÑORITA

1x4

DOOR  
COR

\* ALWAYS BUILD DOORS 1"  
SHORTER THEN OPENING  
TO ALLOW DOORS TO  
SWING EASILY

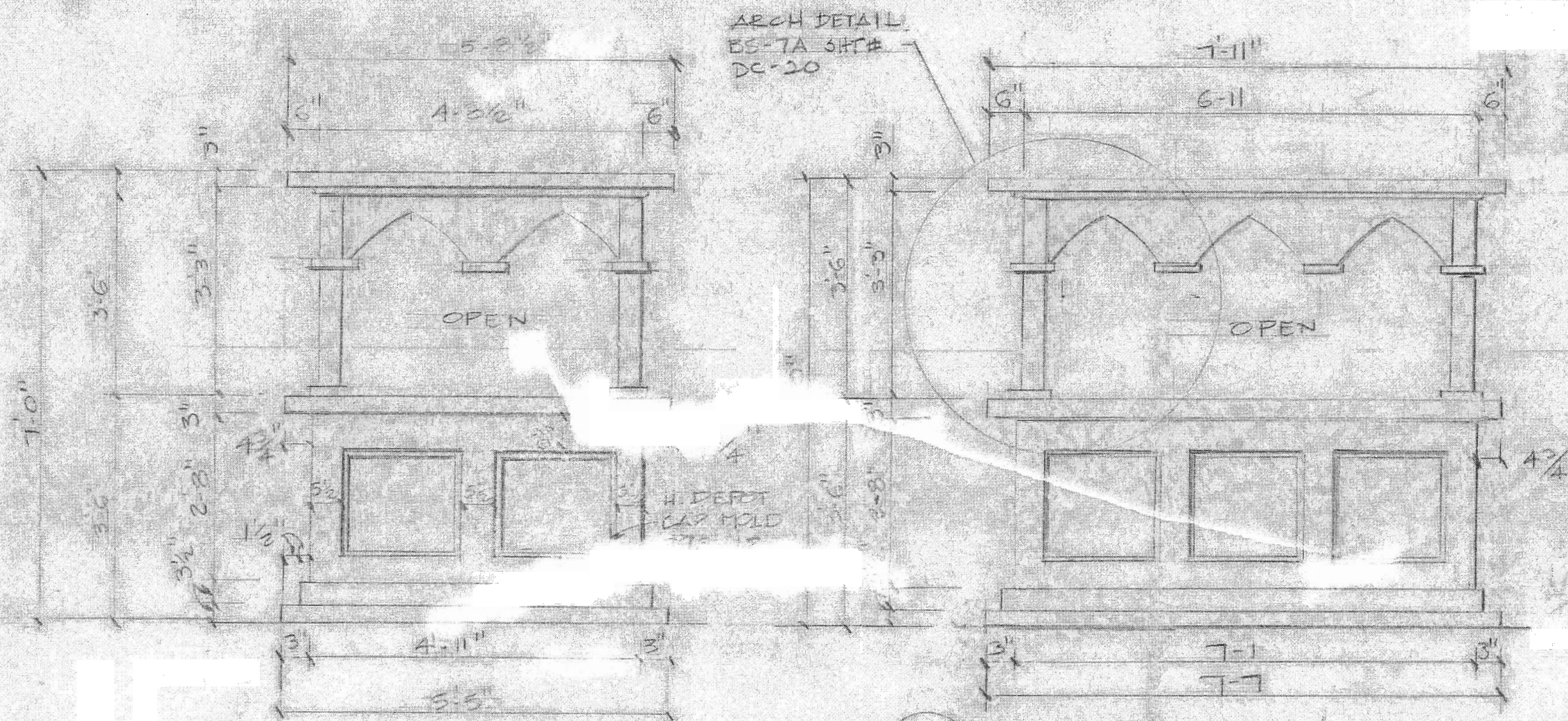
BS 4A DOOR DETAIL  
3/4" = 1'-0"







NOTE: 4 COLOR  
"MEXICAN" PAINTED  
GLOSS FINISH



SHEET No.

19

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA

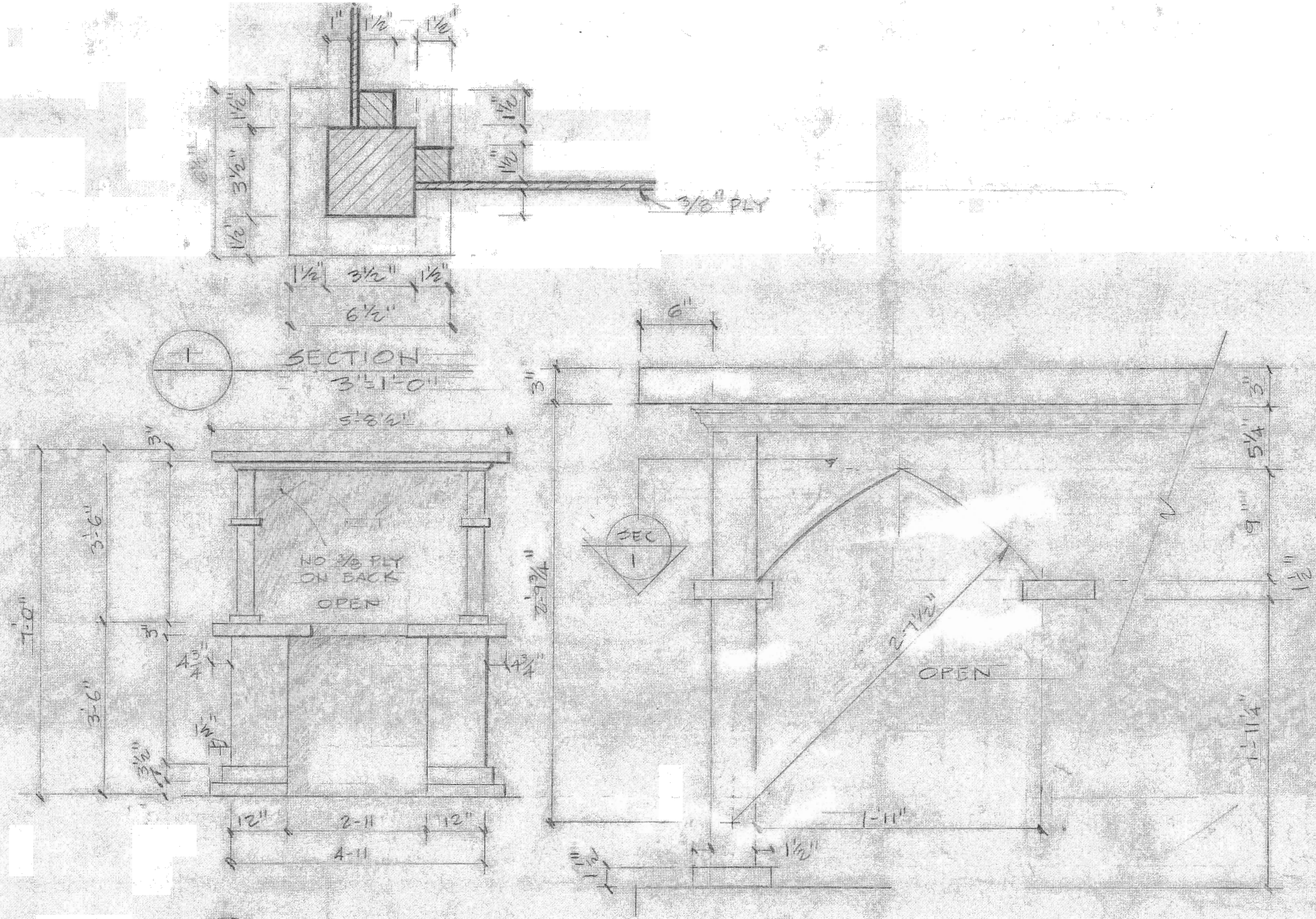
SCALE AS NOTED

DATE

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ENTERTAINMENT ART & DESIGN

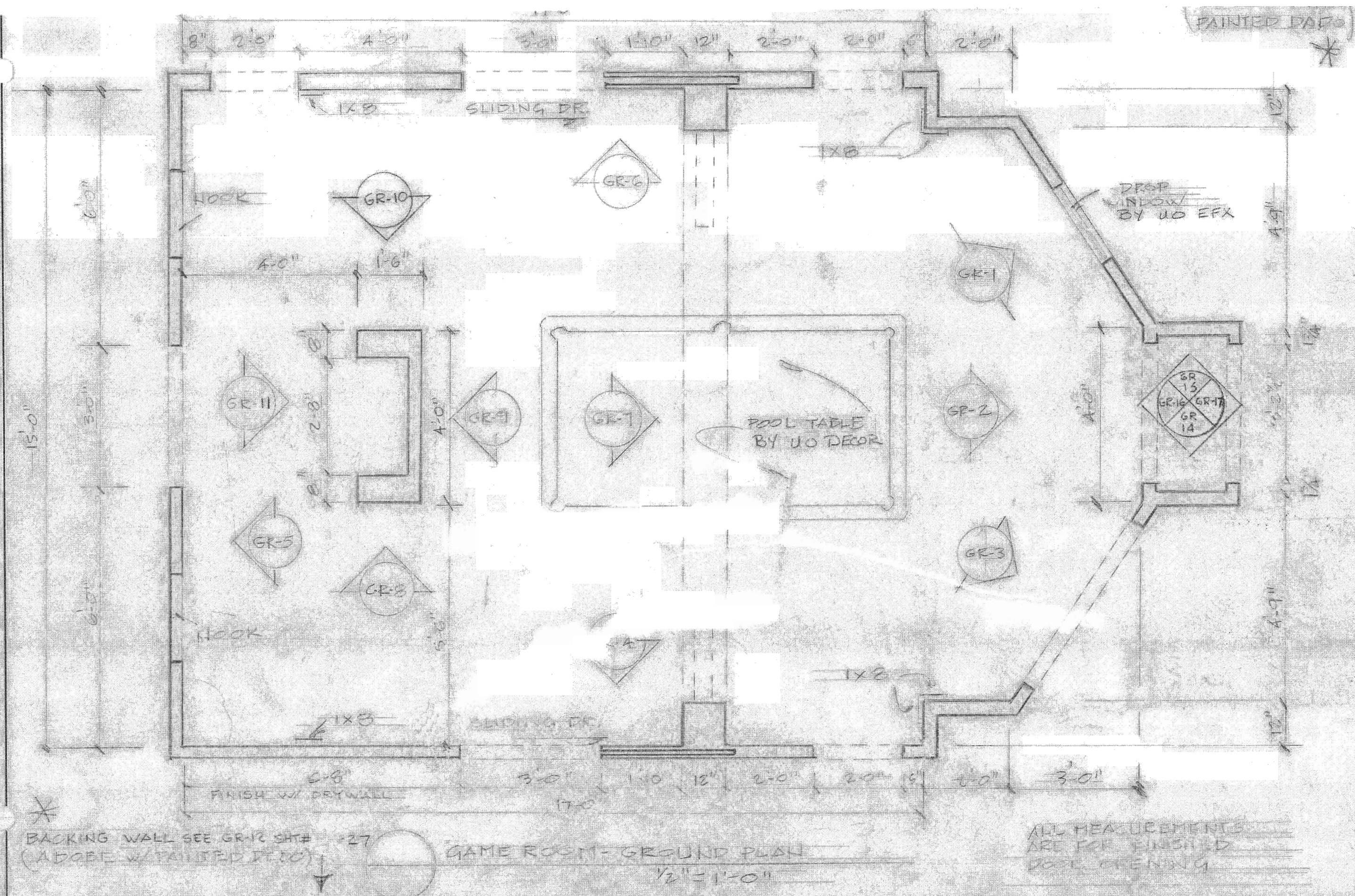




BS-9 ELEVATION  
1/2" = 1'-0"

BS-1A DETAIL  
1/2" = 1'-0"





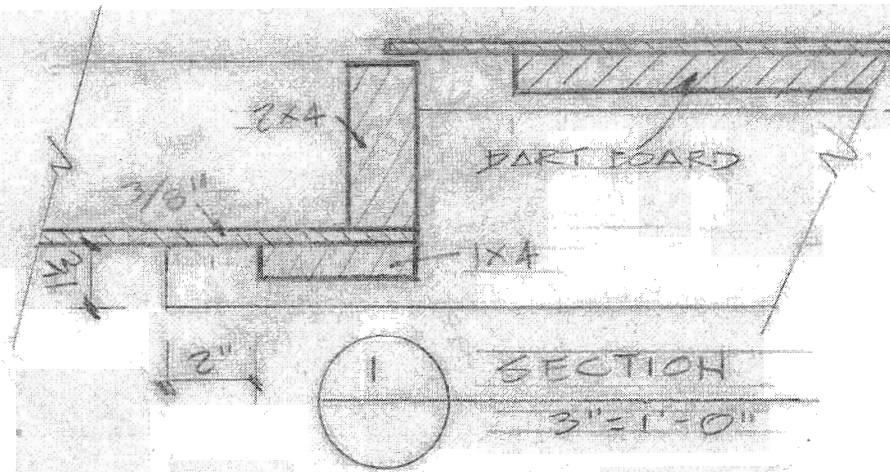
BACKING WALL SEE GR-12 SHET  
 (ADOBE W/ PAINTED DADO)

GAME ROOM - GROUND PLAN  
 1/2" = 1'-0"

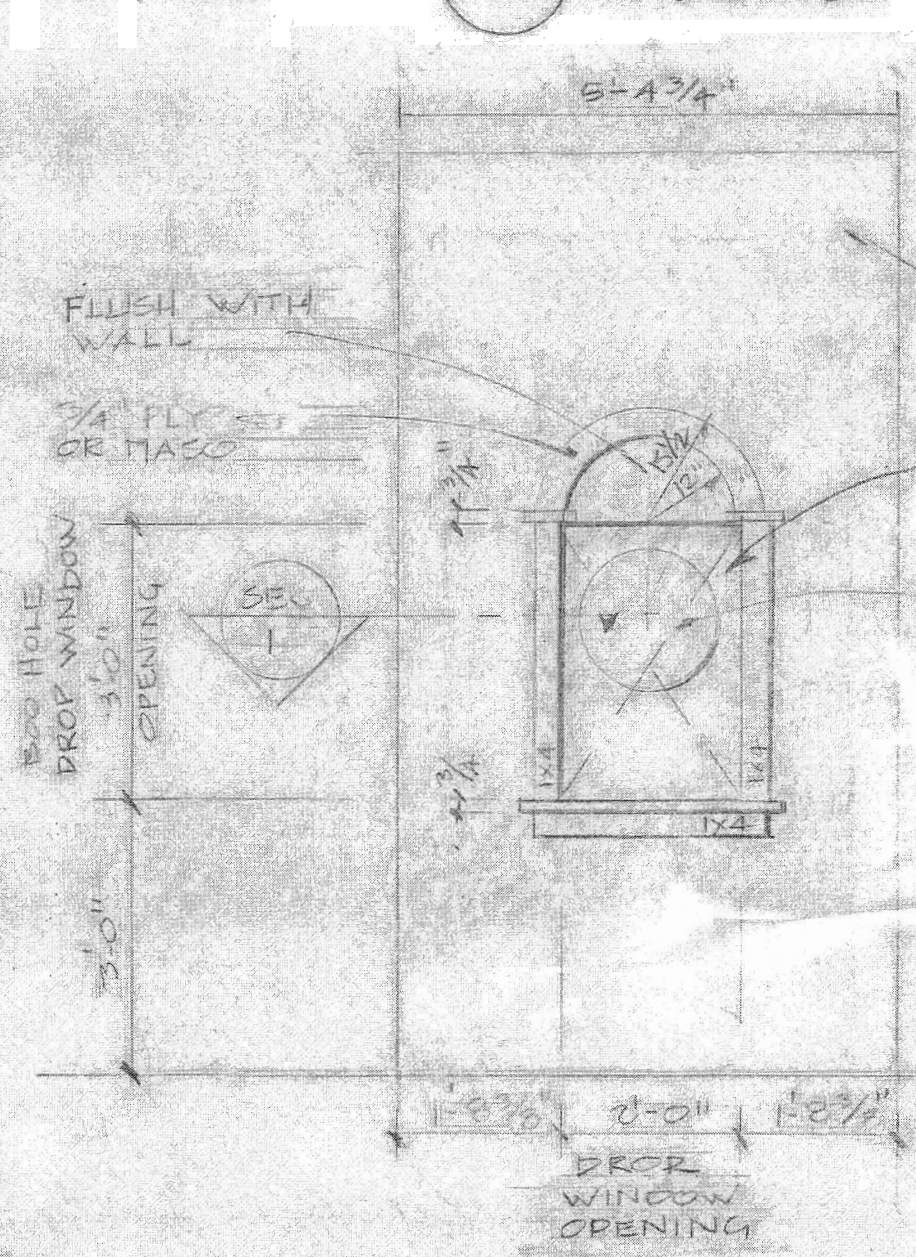
ALL MEASUREMENTS  
 ARE FOR FINISHED  
 DOOR OPENING

<p>THIS DOCUMENT          CONTAINS          CONFIDENTIAL          INFORMATION          OF          THE          TRADE          SECRET          OF          THE          UNITED STATES          OF AMERICA          ENTERTAINMENT          ARTS &amp; DESIGN</p>	<p>PROJECT HALLOWEEN HORROR NIGHTS XV          SCALE 1/2" = 1'-0"</p>	<p>AREA GAME ROOM          DATE 08/05/05</p>	<p>SHEET No.          DC - 21</p>
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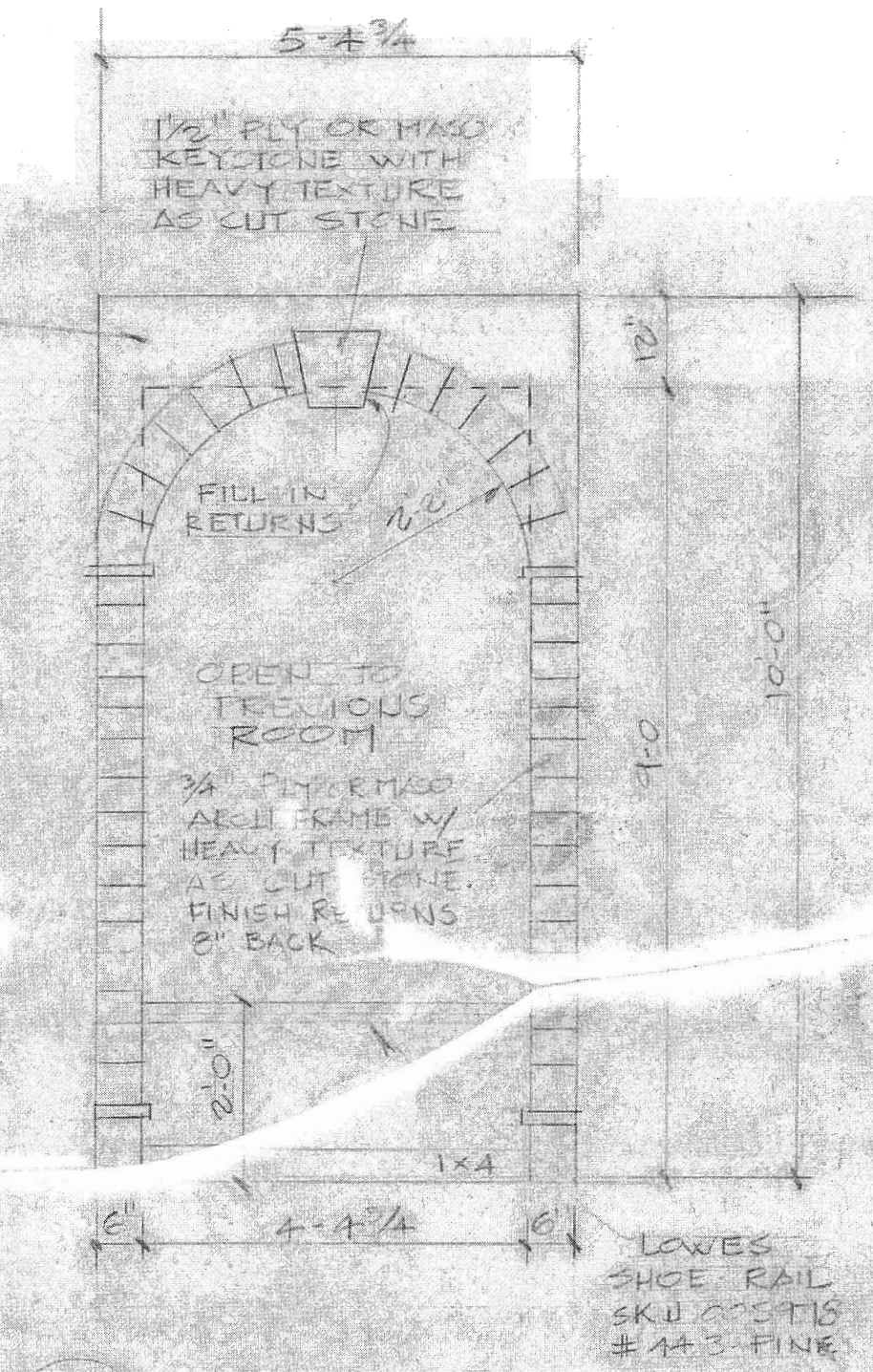
OPENING MUST  
CLEAR PART BOARD  
ATTACHED TO  
"DROP WINDOW"



GR-1 ELEVATION  
1/2"=1'-0"



GR-2 ELEVATION  
1/2"=1'-0"



GR-3 ELEVATION  
1/2"=1'-0"



1x8 AS OLD DRY WOOD  
W/ SECOND 1x8 ON  
RETURN

4'-6"  
AS OLD DRY WOOD

12"

5'-6"

6'-0"  
FINISH W/ DRYWALL

FINISH AS HEAVY  
AGED & CRACKED  
ADOBE STUCCO

FINISH AS OLD  
DRY WOOD

2' W X 3' 4' X 4' D  
IRREGULAR DOORS  
CUT IN PLACE  
BETWEEN STUDS

3" W DETAIL PAINTED  
3" FROM EDGE. SEE  
CE-JA, HT. #DC-03  
FOR PATTERN

1x8

POCKET  
DOOR

FINISHED  
OPENING

ALWAYS BUILD DOORS  
1" SHORTER THEN OPENING  
TO ALLOW DOOR TO  
OPEN EASILY

GR-4 ELEVATION

FINISHED  
OPENING

6'-10" FINISHED OPENING

10'-0"

2'-0"

2'-0"

1'-0"

3'-0"

1x8

6'-0"

2'-11"  
4"  
5'-5"

SHEET No.  
DC-23

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA

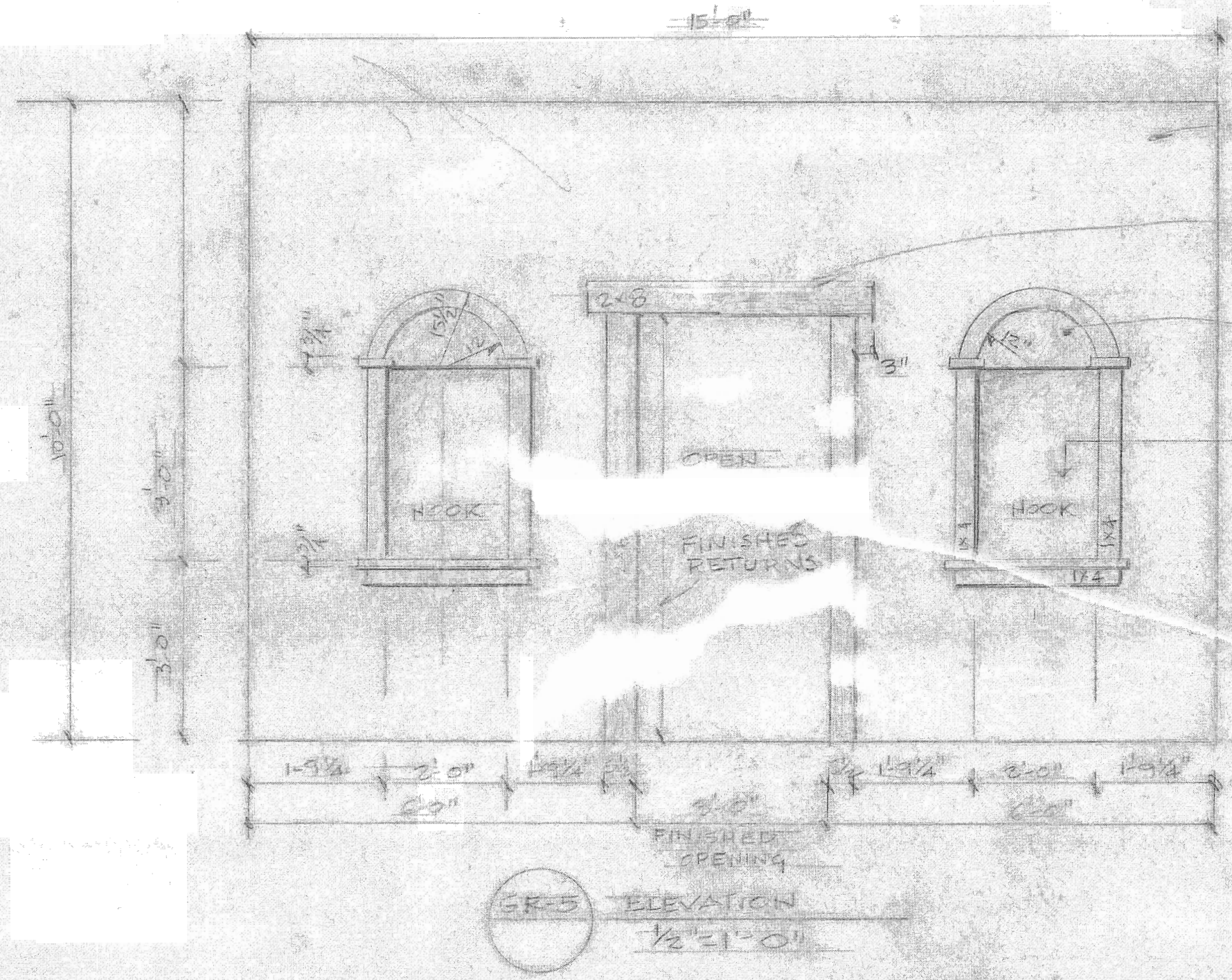
GAME ROOM

SCALE 1/2"=1'-0"

DATE 06/05/05

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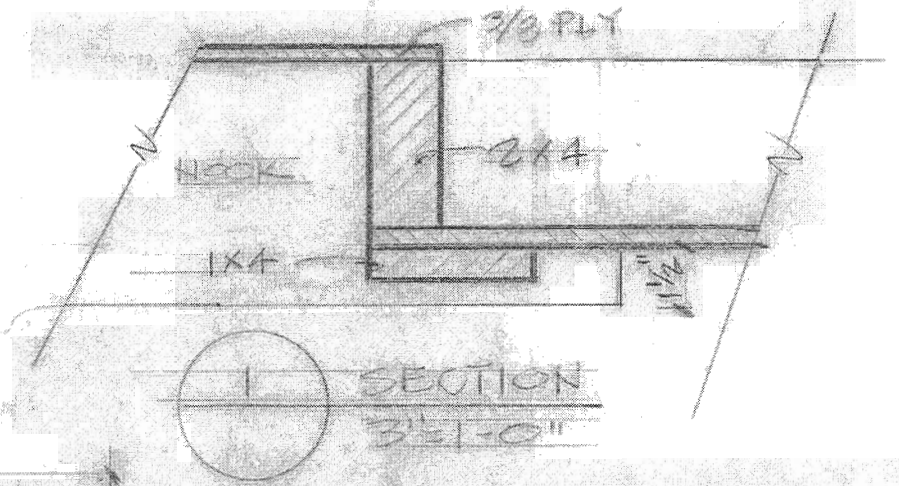




FINISH AS HEAVILY  
AGED & CRACKED  
ADOBE STUCCO

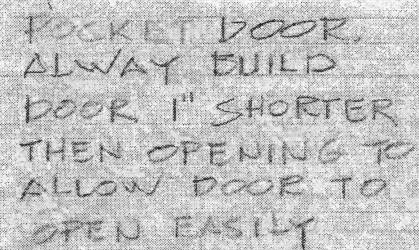
FINISH DOOR FRAME  
AS OLD PINE WOOD

FLUSH WITH WALL

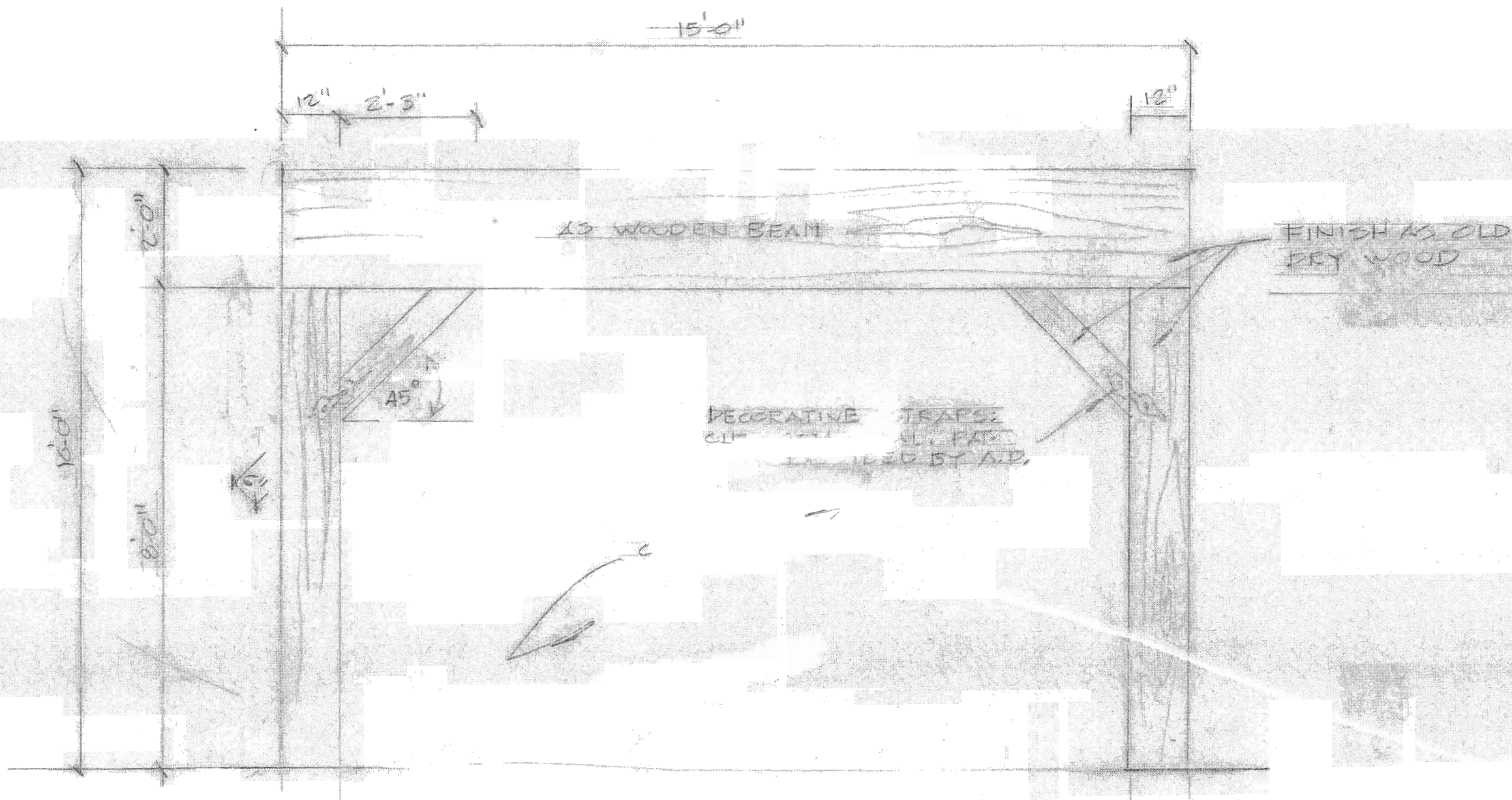


GR-5 ELEVATION  
1/2" = 1'-0"







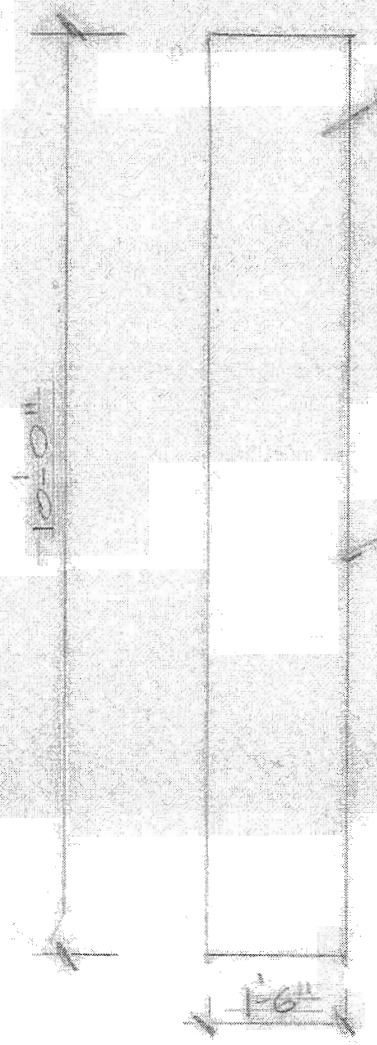




GR-8

GR-10

ELEVATION  
 $\frac{1}{8}'' = 1'-0''$



GR-9

ELEVATION  
 $\frac{1}{8}'' = 1'-0''$



GR-11

ELEVATION  
 $\frac{1}{8}'' = 1'-0''$



FINISH AS HEAVILY  
AGED & CRACKED  
ADobe STUCCO

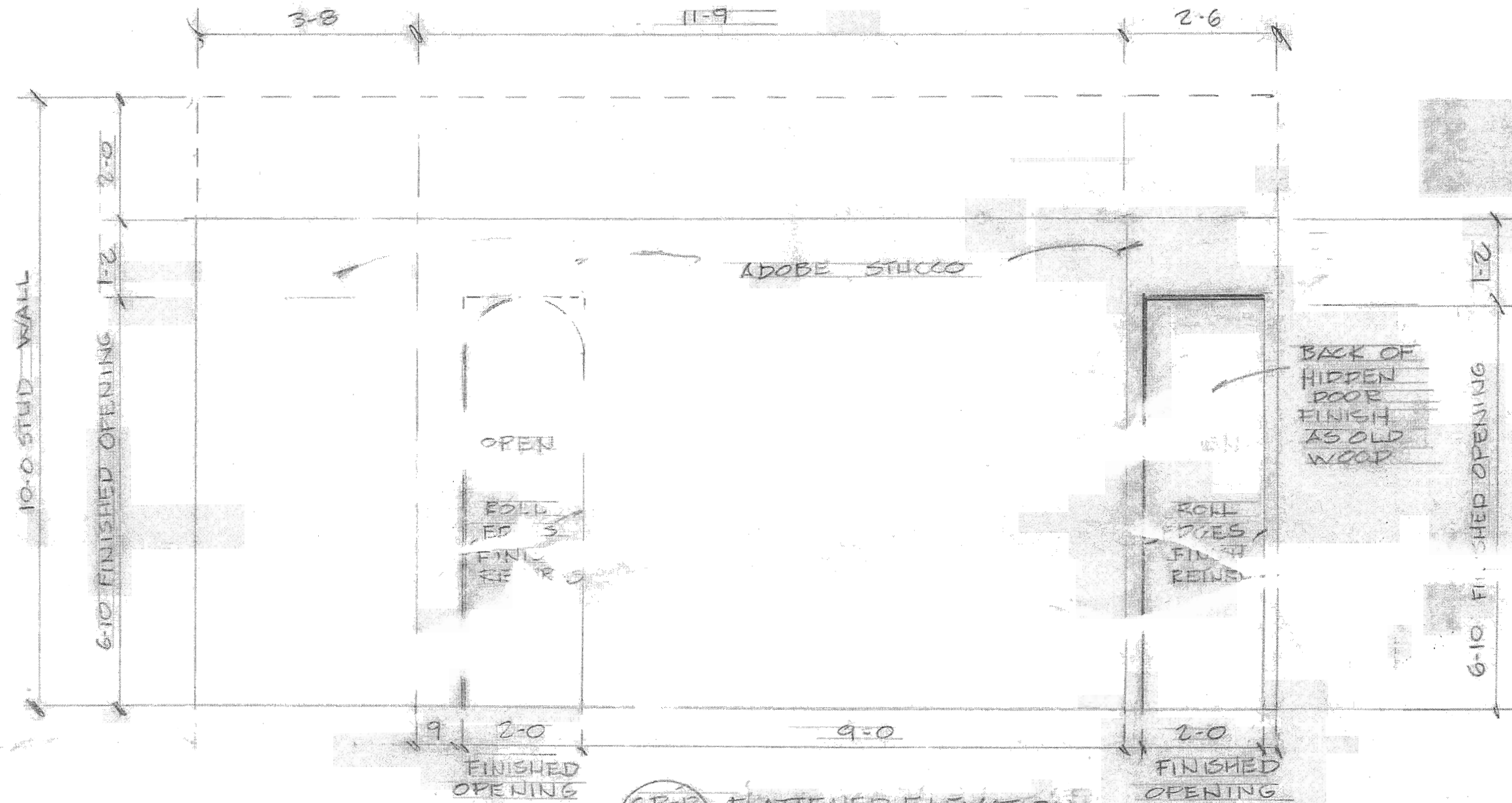
SHEET No.  
DC-26

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA GAME ROOM

SCALE  $\frac{1}{2}'' = 1'-0''$

DATE 06/05/05

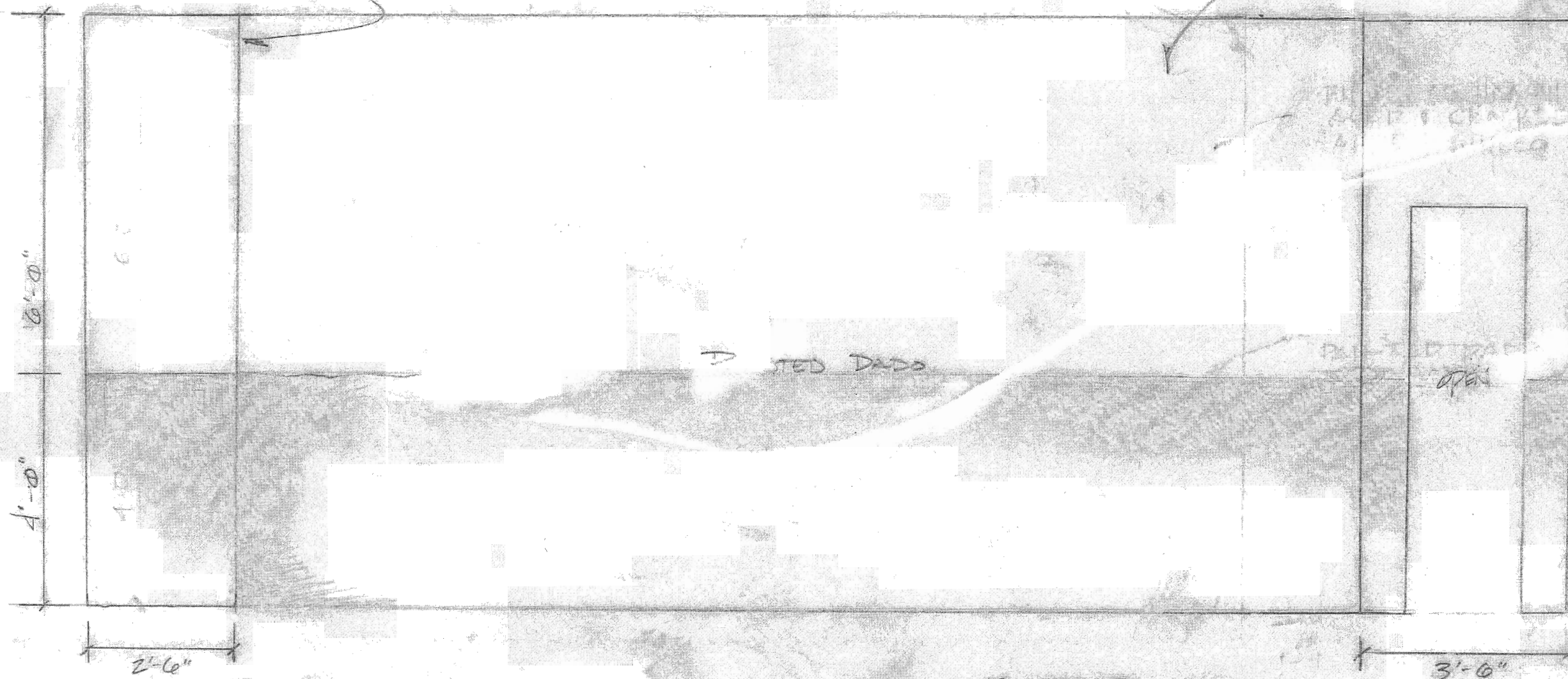






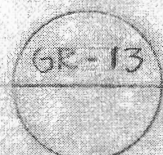
CONT. FINISH  
ON RETURNS

FINISH AS HEAVILY AGED  
& CRACKED ADOBE STUCCO



ELEVATION

1/2" = 1'-0"



FLATTENED  
ELEVATION

1/2" = 1'-0"

SHEET NO.

DC-27

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA GAME ROOM

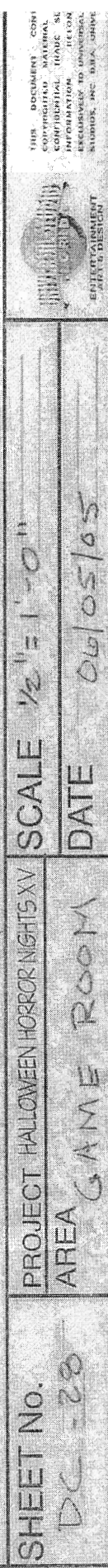
SCALE 1/2" = 1'-0"

DATE 06/05/05

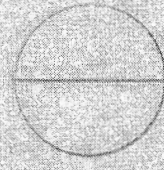
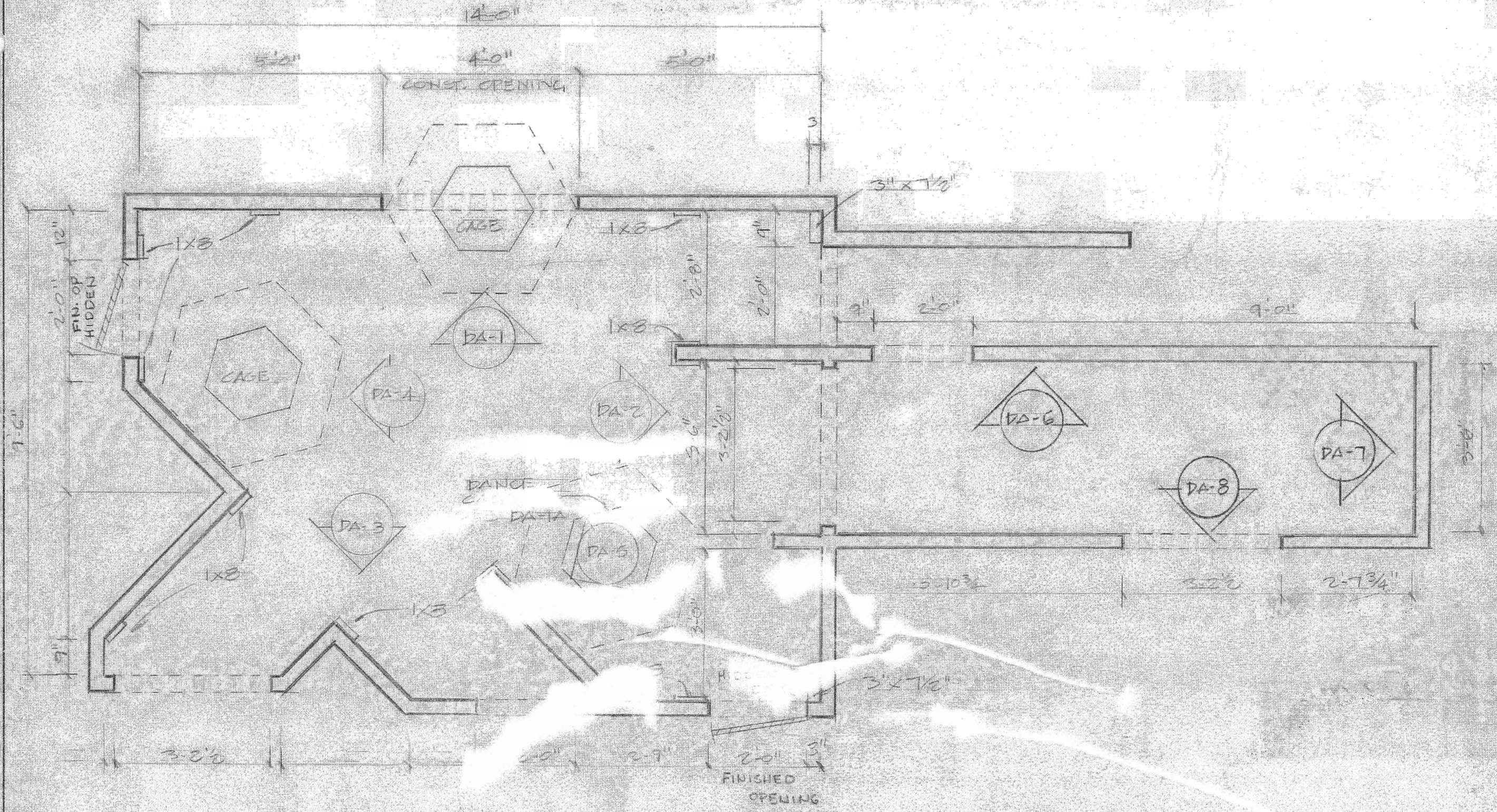


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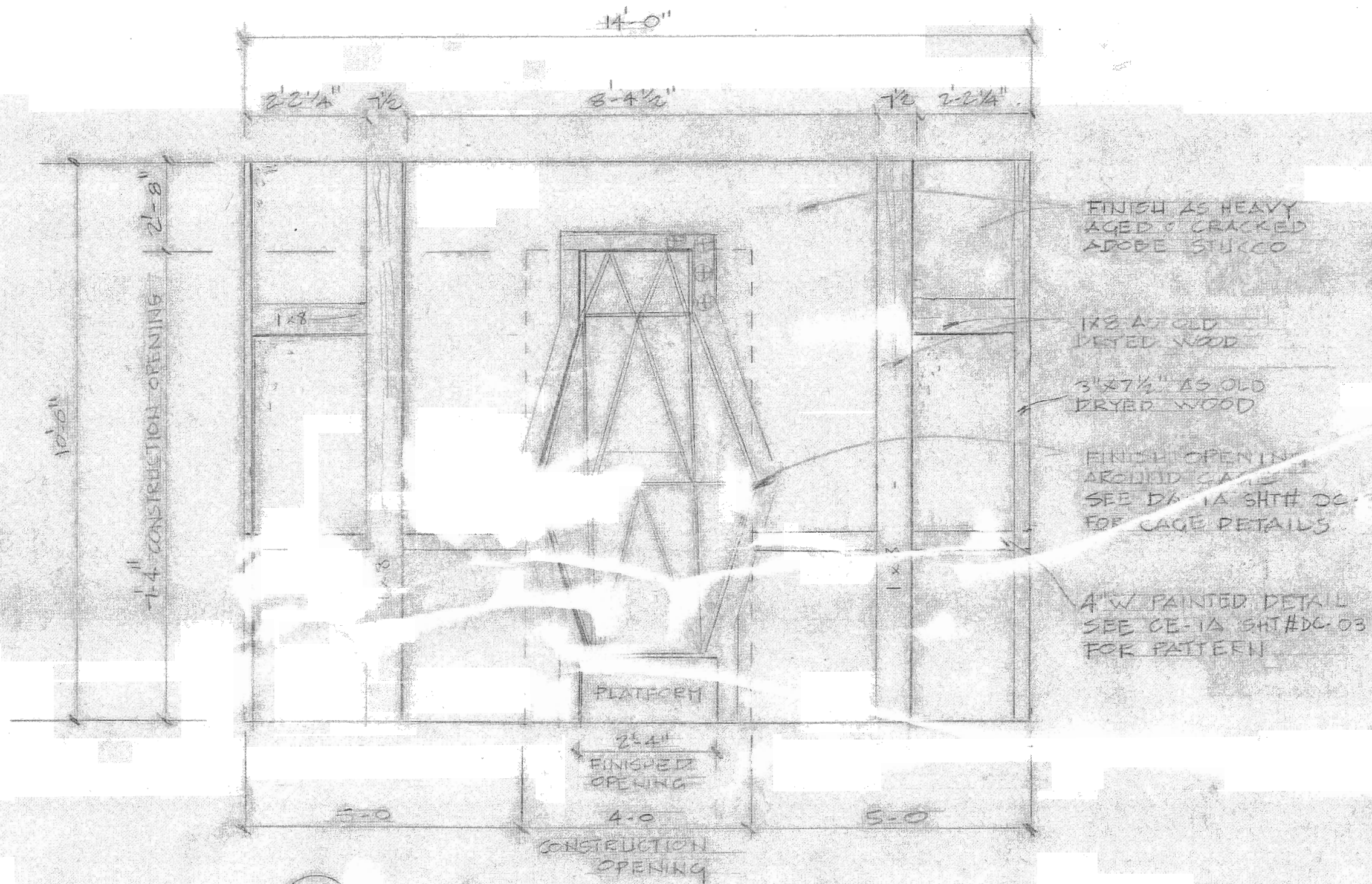


DANCERS ROOM - GROUND PLAN

1/2" = 1'-0"

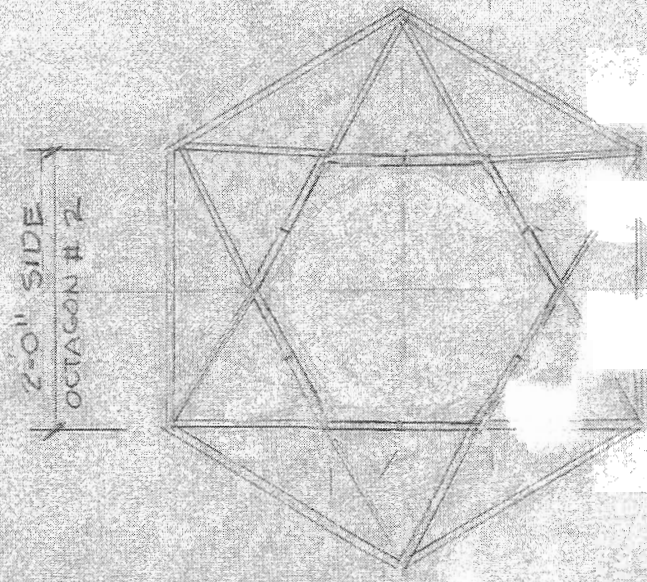
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<p>SHEET NO.</p>	<p>DC-29</p>	<p>AREA</p>	<p>DANCERS ROOM</p>	<p>SCALE 1/2" = 1'-0"</p>	<p>DATE 06/05/05</p>





SHEET No.	PROJECT HALLOWEEN HORROR NIGHTS XV	SCALE	1/2" = 1' - 0"
30	AREA DANCERS ROOM	DATE	06/05/05





OCTAGON #1  
SIDE  
1'-2"



1/2" REBAR

OCTAGON #2

LEAVE OUT SECTIONS  
OF REBAR AS NEEDED  
HERE TO ALLOW  
FOR DANCER ACCESS

OCTAGON #2

28" x 28" x 12"  
SQUARE PLATFORMS

2'-4"

DANCE CAGE SIDE VIEW

3/4" = 1'-0"

X BUILD (3)

SHEET No.  
DC -31

PROJECT HALLOWEEN  
AREA

DANCE

SCALE 3/4" = 1'-0"

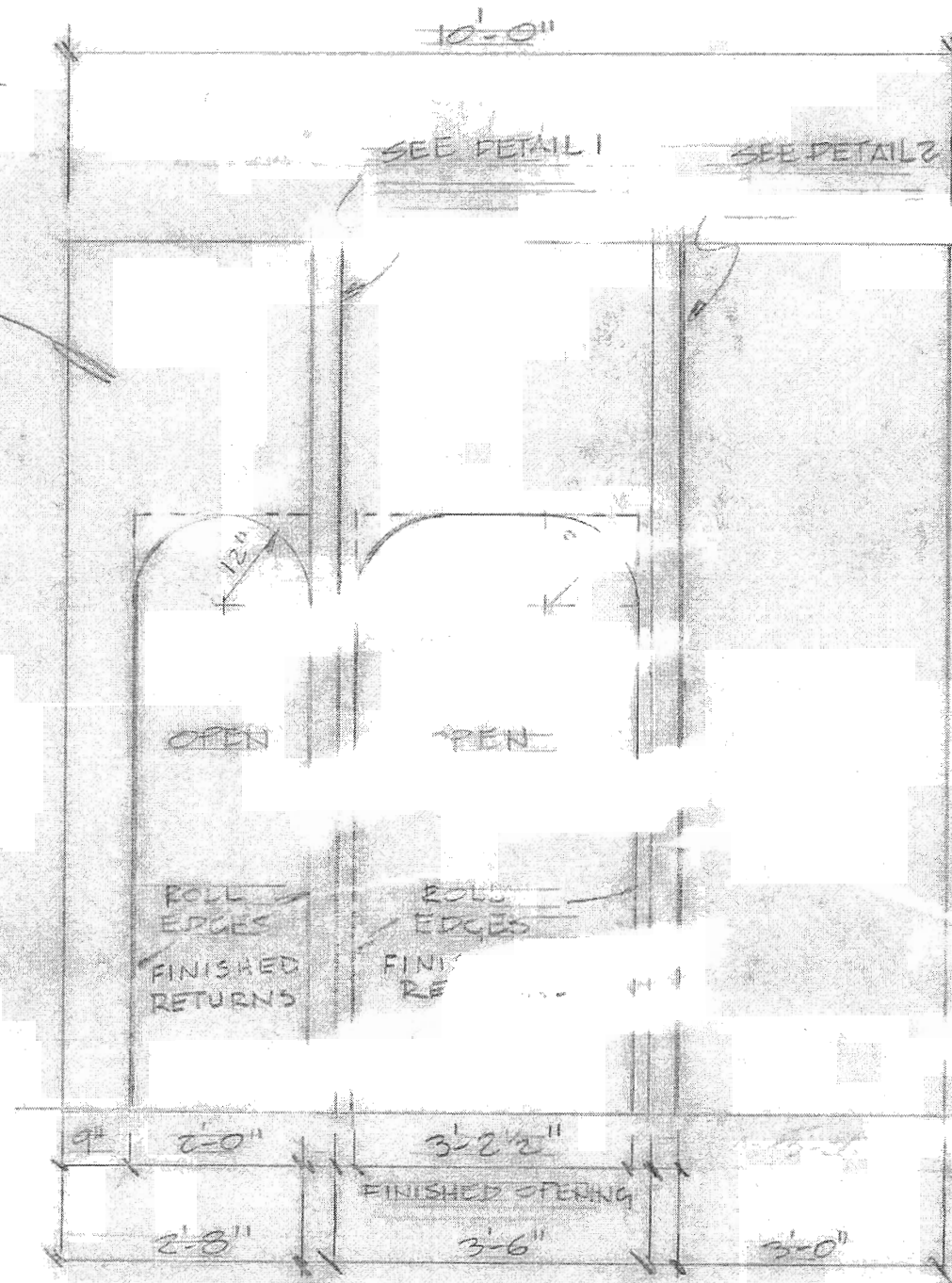
DATE 06/05/05

DRGHTS XV

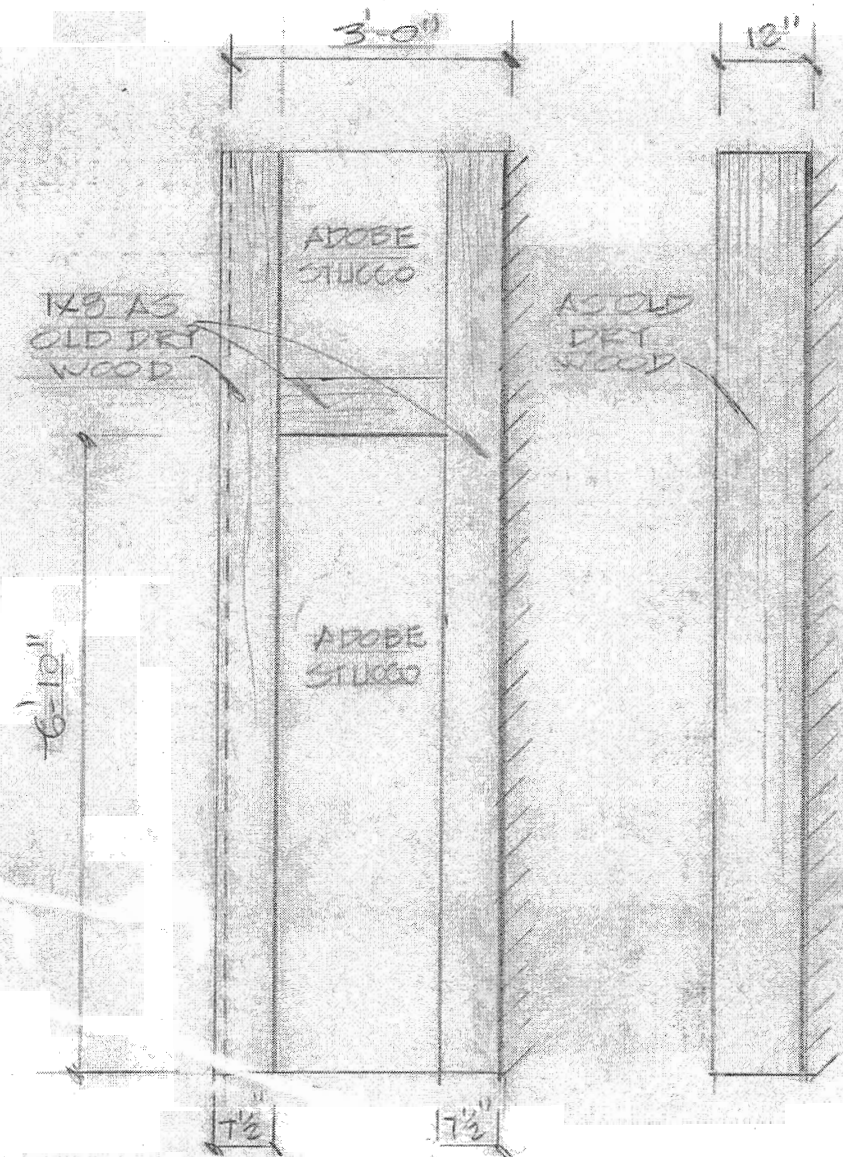
DOM



FINISH AS HEAVILY  
AGED & CRACKED  
ADOBE STUCCO



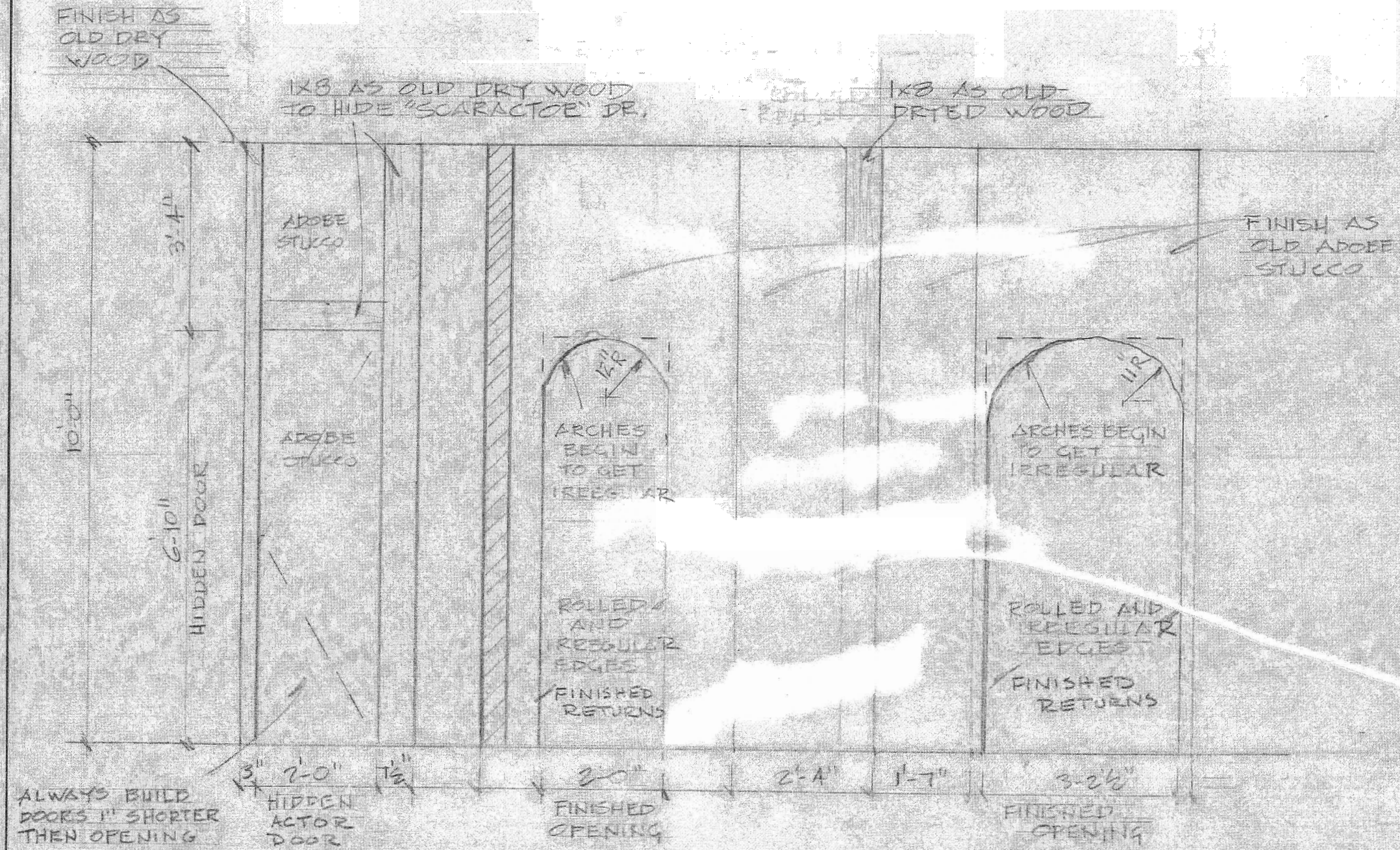
DA-2 ELEVATION  
1/2" = 1'-0"



1 DETAIL  
1/2" = 1'-0"

2 DETAIL  
1/2" = 1'-0"





DA-3 \* FLATTENED ELEVATION  
1/2"=1'-0"

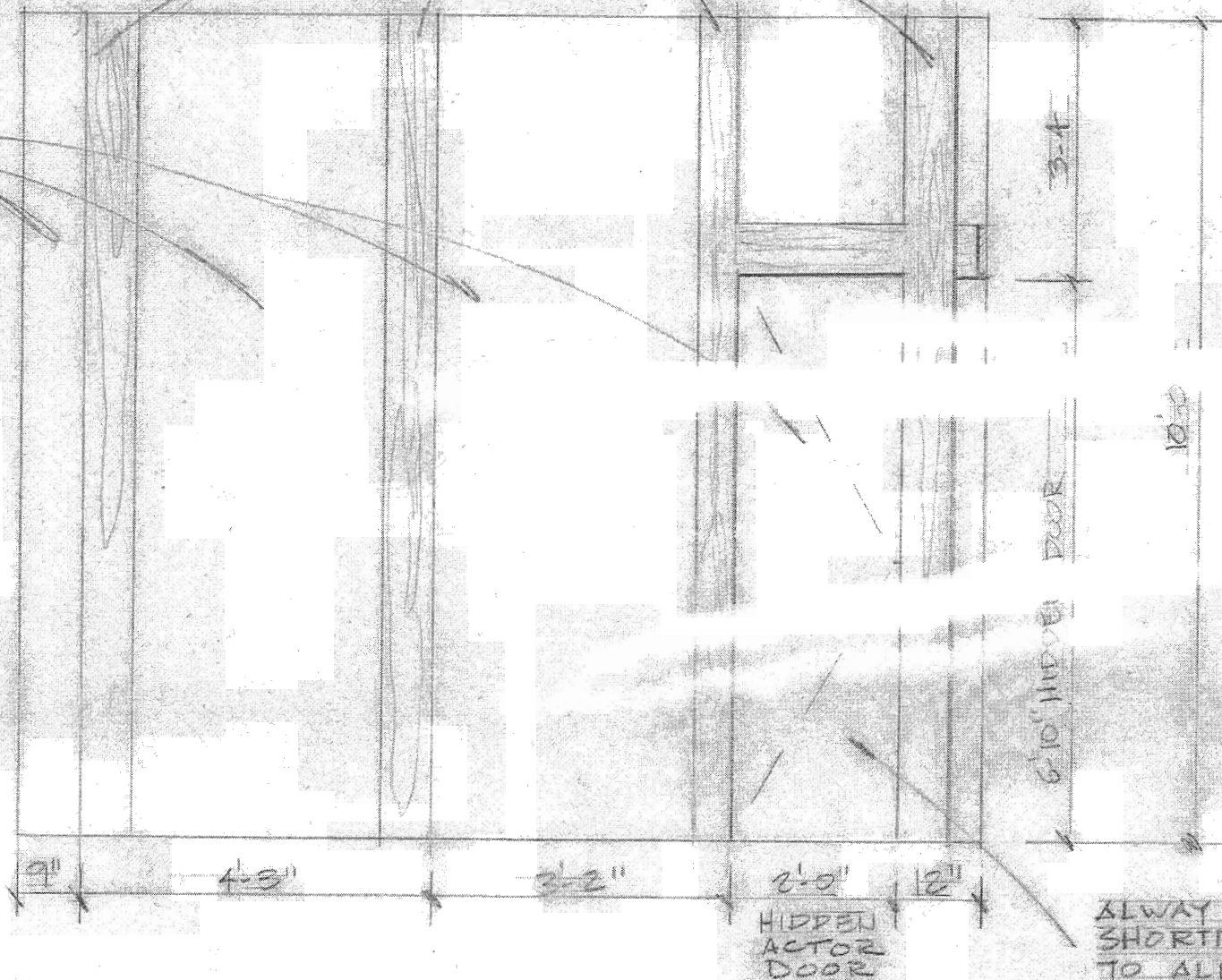
SHEET No. DC-33	PROJECT HALLOWEEN HORROR NIGHTS XV	SCALE 1/2"=1'-0"	DATE 06/05/05
	AREA DANCERS ROOM		

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FINISH AS  
OLD ADDED  
STUCCO

1x8 AS OLD DRYED WOOD  
TO HIDE "SCARACTOR" DE.



FLATTENED ELEVATION

$\frac{1}{2}'' = 1'-0''$

SHEET No.  
DC-34

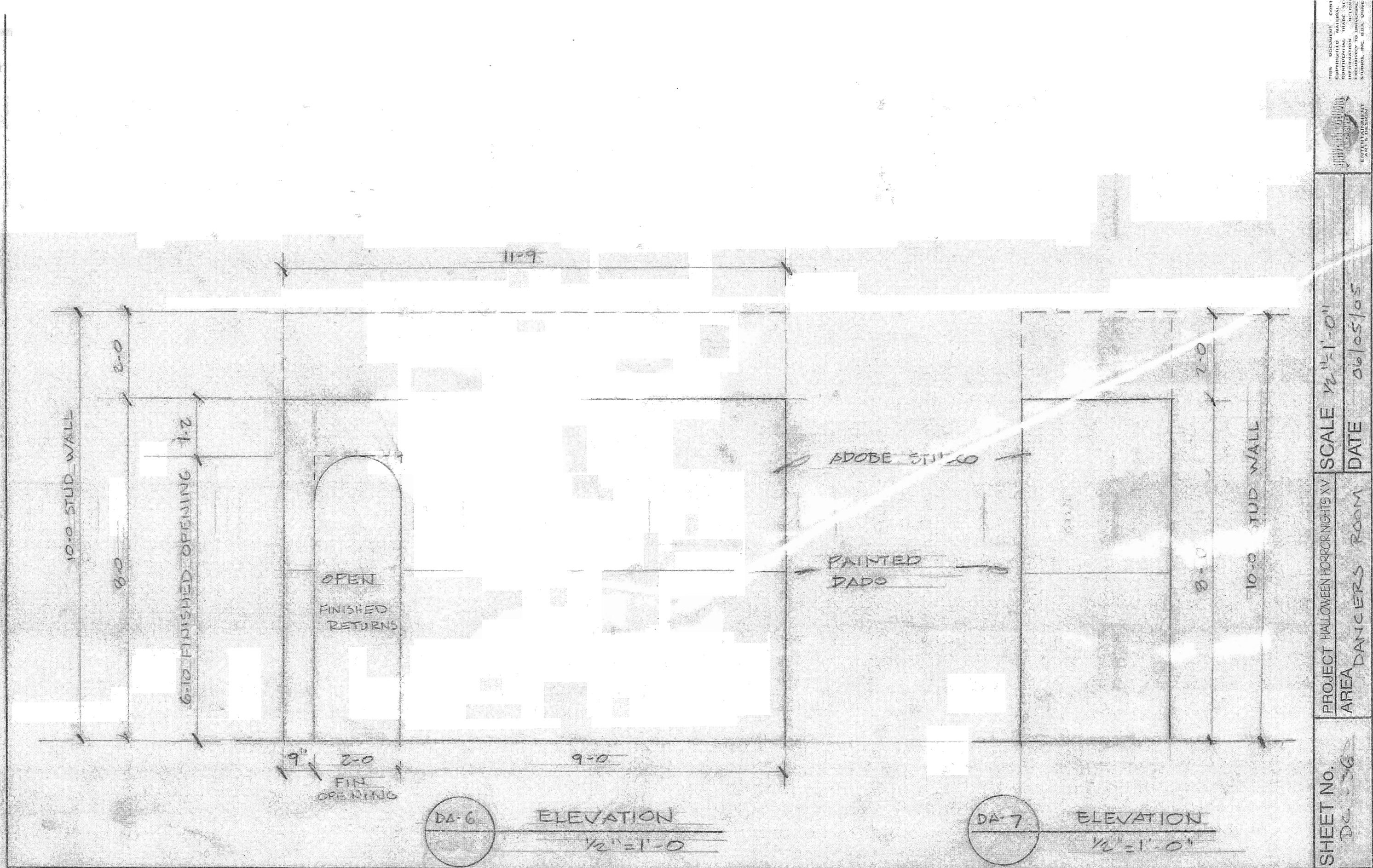
PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA DANCERS ROOM

SCALE  $\frac{1}{2}'' = 1'-0''$   
DATE 06/05/05



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	AREA DANCERS ROOM	DATE 06/05/05		



DA-5

ELEVATION

1/2" = 1'-0"

10'-0"

3'-9"

\*

1/2" AS OLD  
DRY WOOD  
CAP ALL  
3 SIDES

ADOBE  
STUCCO

SHEET No.

DC-35

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA

DANCERS ROOM

SCALE

1/2" = 1'-0"

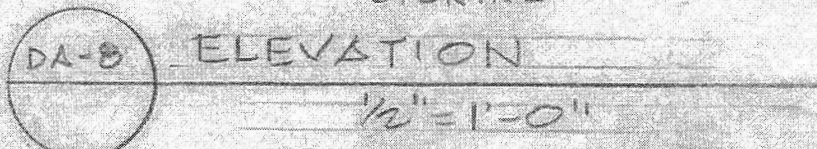
DATE

06/05/05



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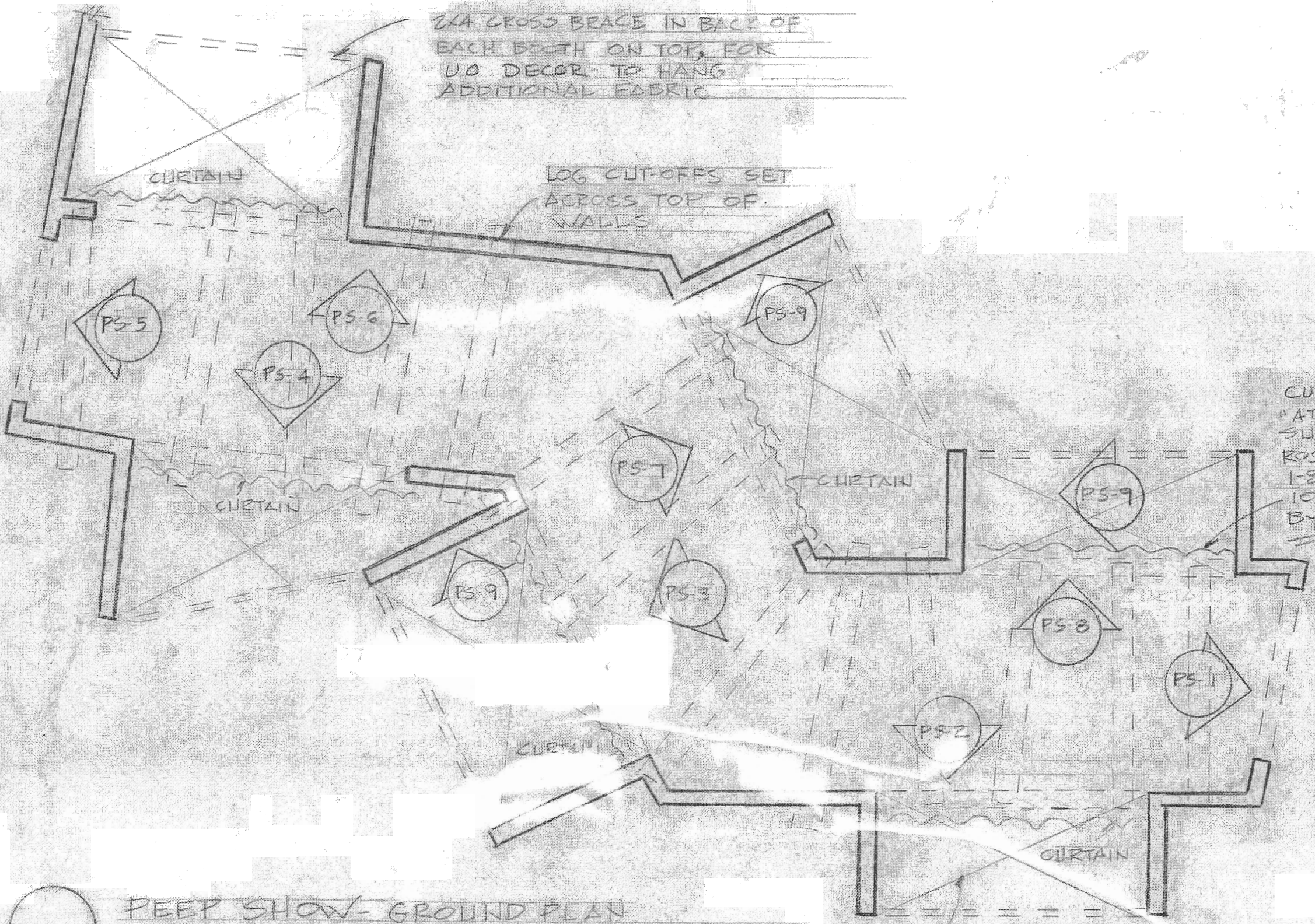




DATE 06/05/05

ENTERTAINMENT  
ARTS DESIGN



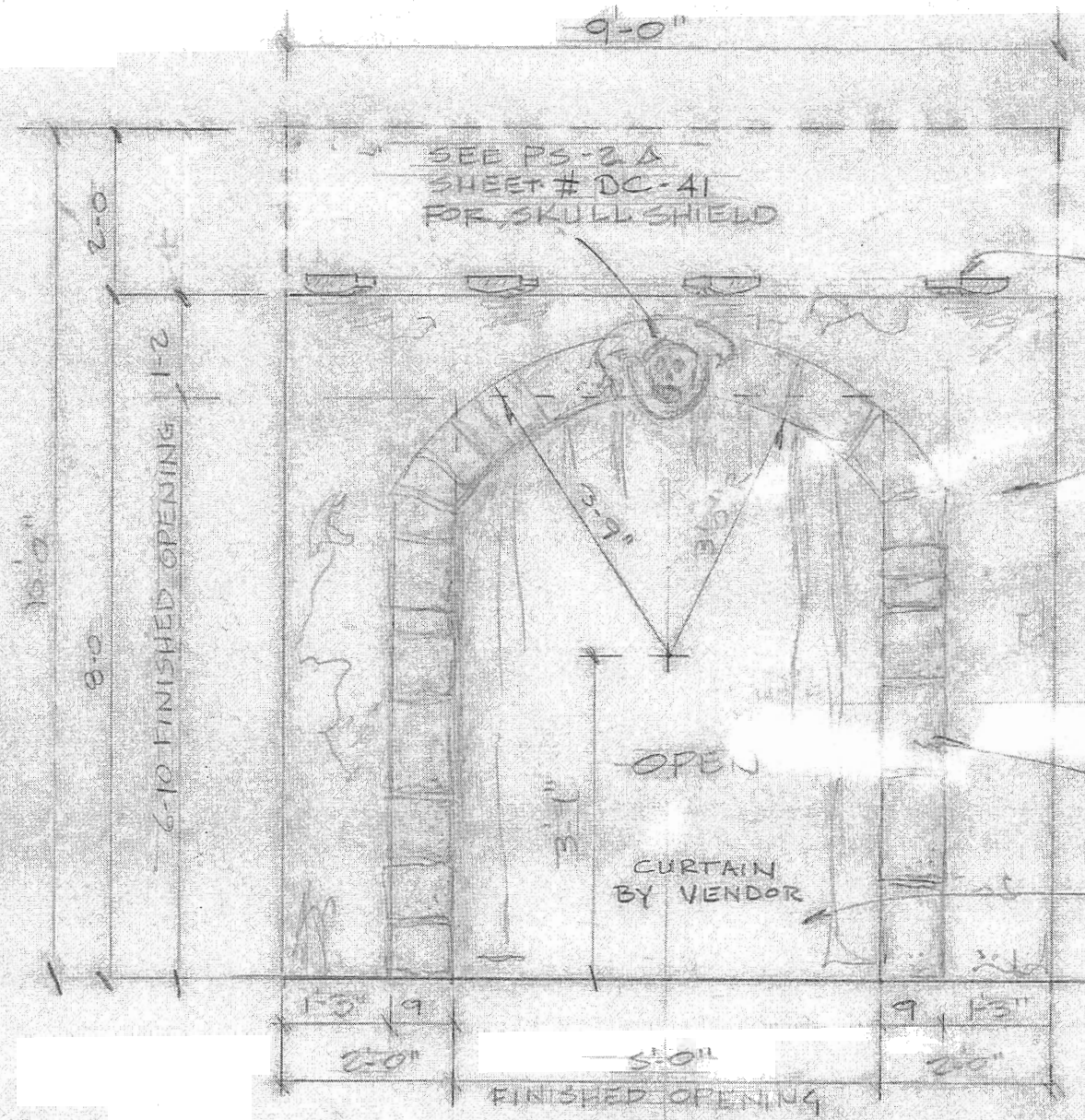


PEEP SHOW - GROUND PLAN  
 1/2" = 1'-0"

EACH BOOTH TO HAVE  
 LUAN CEILING FINISHED  
 AS OLD STUCCO

CURTAIN  
 "ATOMIC RED"  
 SUPER VEL 80Z  
 ROSE BRAND  
 1-800-223-1624  
 100% FULLNESS  
 BY VENDOR





PS-4 ELEVATION  
1/2" = 1'-0"

SEE PS-2A  
SHEET # DC-41  
FOR SKULL SHIELD

LOG CUT-OFFS SET  
ON TOP OF PLATS  
AT RANDOM ANGLES  
SEE G.P. SHT # DC-38

FINISH AS VERY  
ROUGH, OLD AND  
CRACKED STUCCO

3/4" PLY OR TIASSO  
2" DEEP W/  
TEXTURE  
CONT. TREATMENT  
ON RETURN

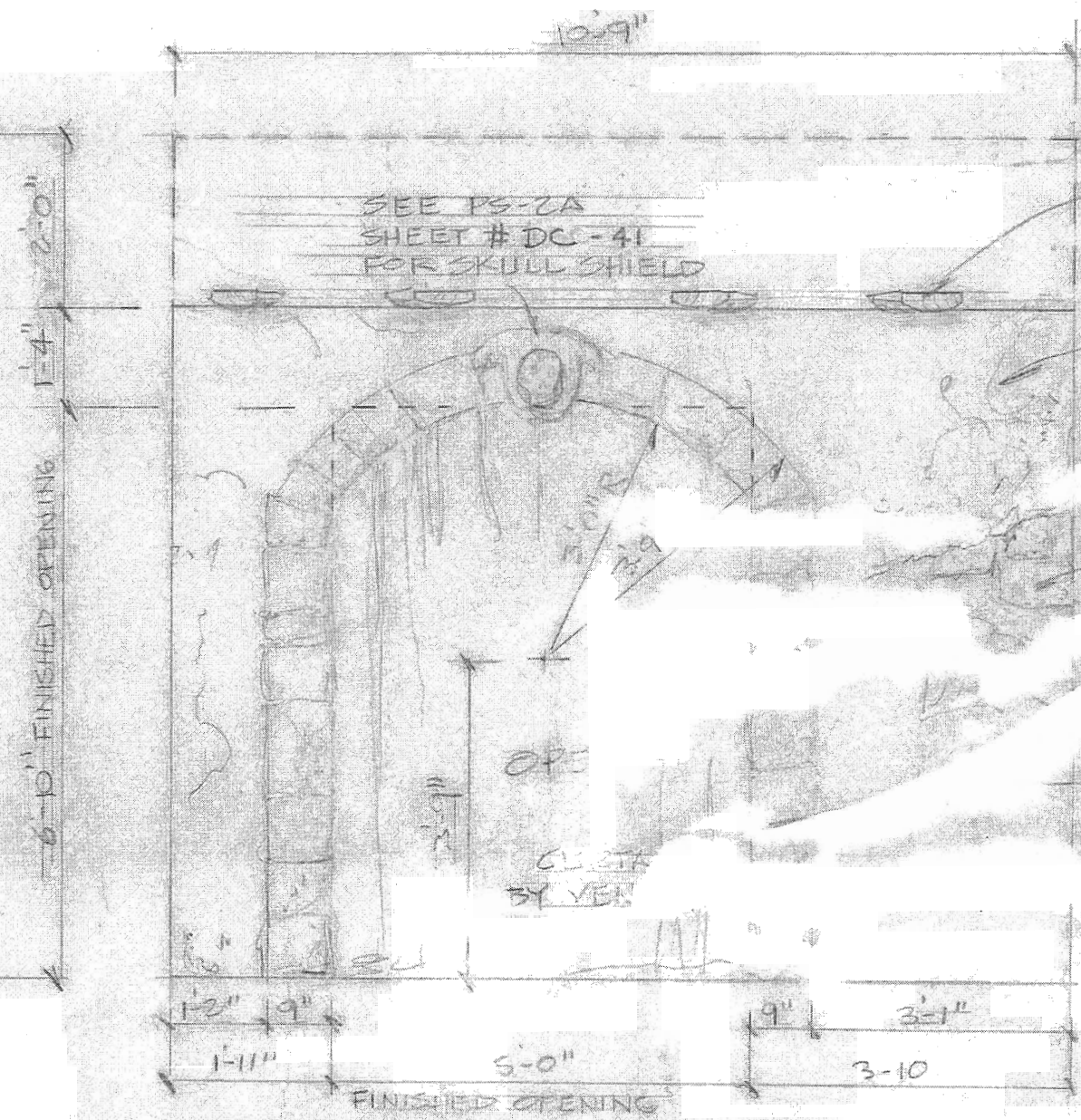
CURTAIN BY VENDOR



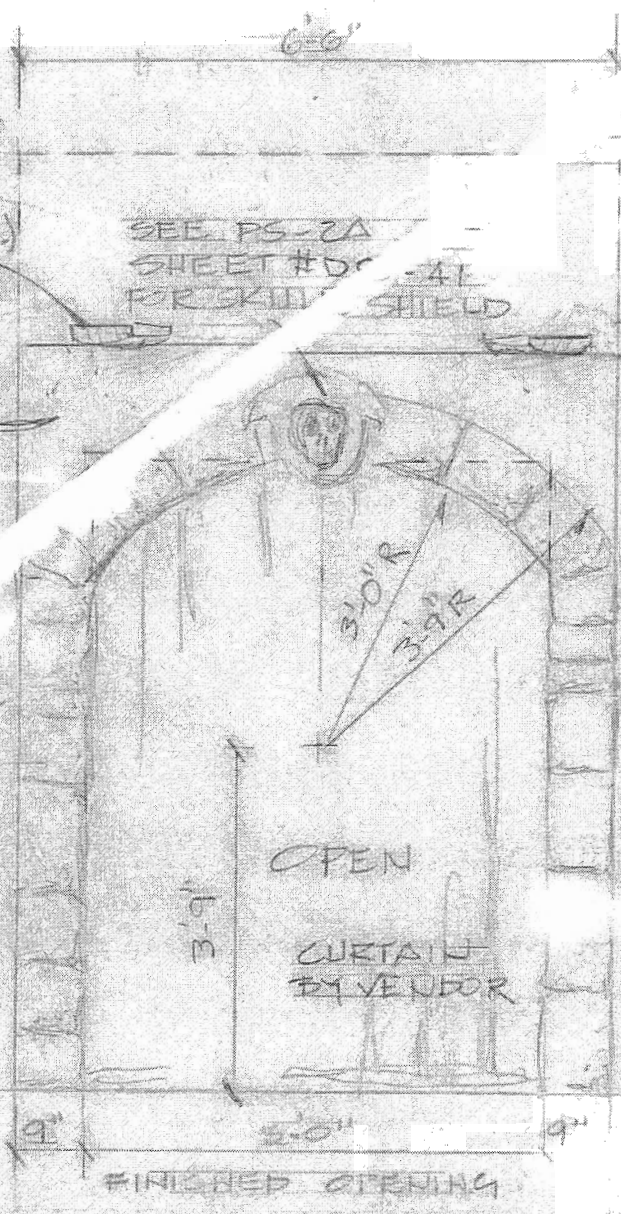
PS-1 ELEVATION - SIMILAR  
1/2" = 1'-0"

PS-5 ELEVATION  
1/2" = 1'-0"





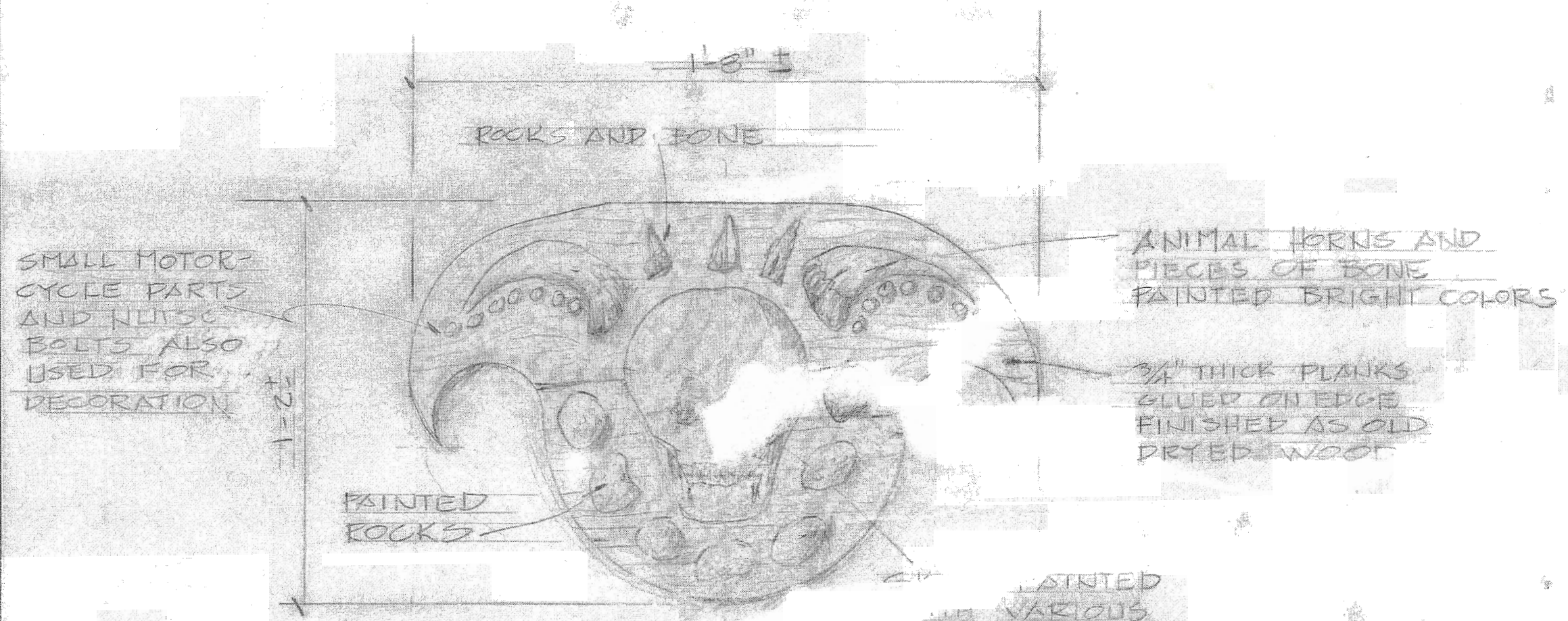
LOG CUT-OFFS  
SET ON TOP OF  
FLATS AT RAN-  
DOM ANGLES  
(BARK SIDE DOWN)  
SEE GP. SHT #  
DC-38  
FINISH AS  
VERY ROUGH  
CLEAN AND  
CRACKED  
STUCCO  
AS EX-  
H. PICTURE  
PLY OR  
WOOD ARCH  
NAME W/  
HEAVY TEXT  
CONTINUE  
TREATMENT  
ON RETURNS







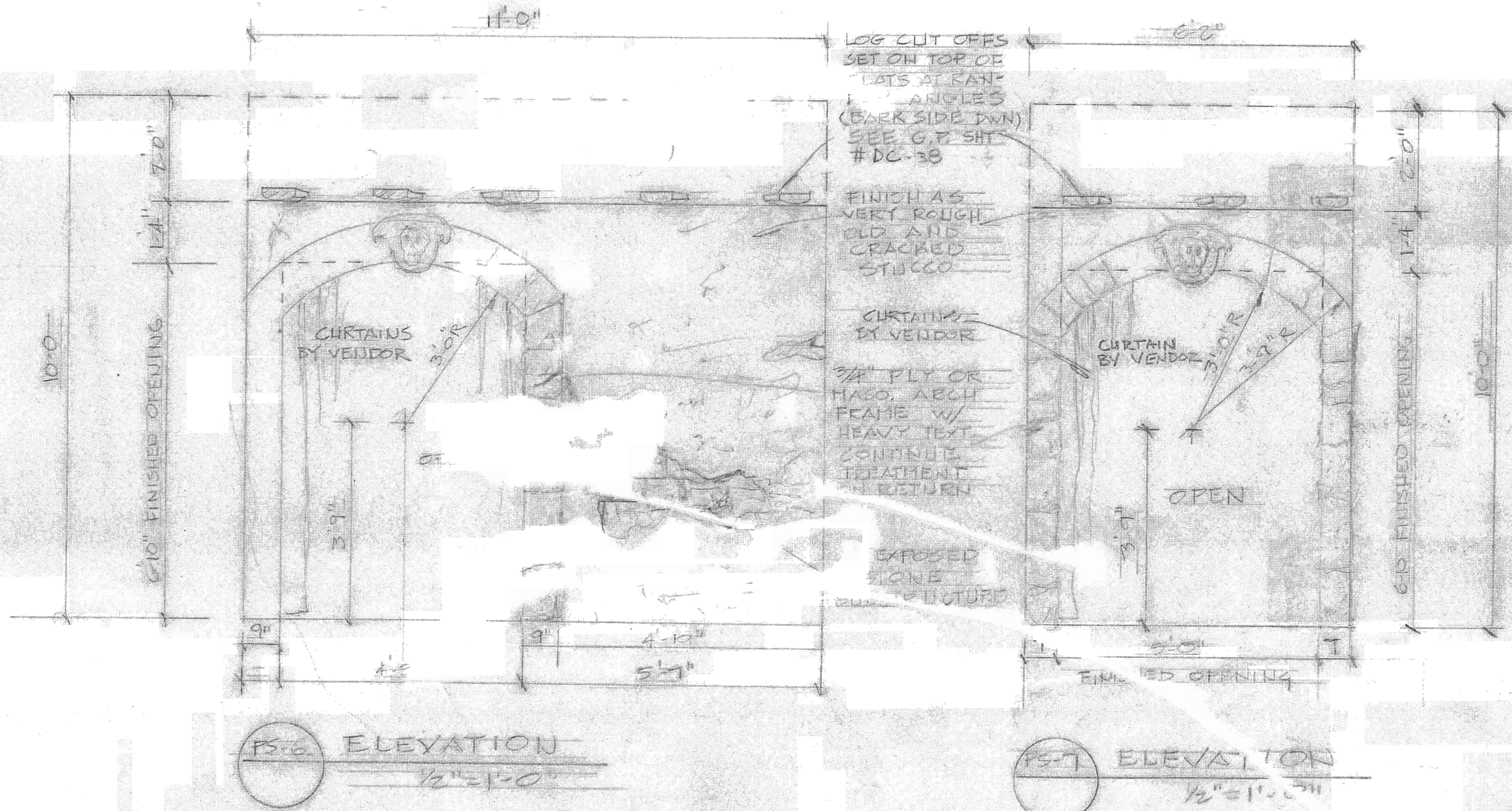
SHEET No. DC-41	PROJECT HALLOWEEN HORROR NIGHTS XV		SCALE 3"=1'-0"
	AREA PEEP SHOW	DATE 06/05/05	



PS-2A ELEVATION  
3"=1'-0"

\* BUILD (G) - EACH OF DIFFERANT  
STYLE AND COLOR PATTERN.  
WOOD PLAQUE SHAPE SHOULD  
STAY BASICALLY THE SAME



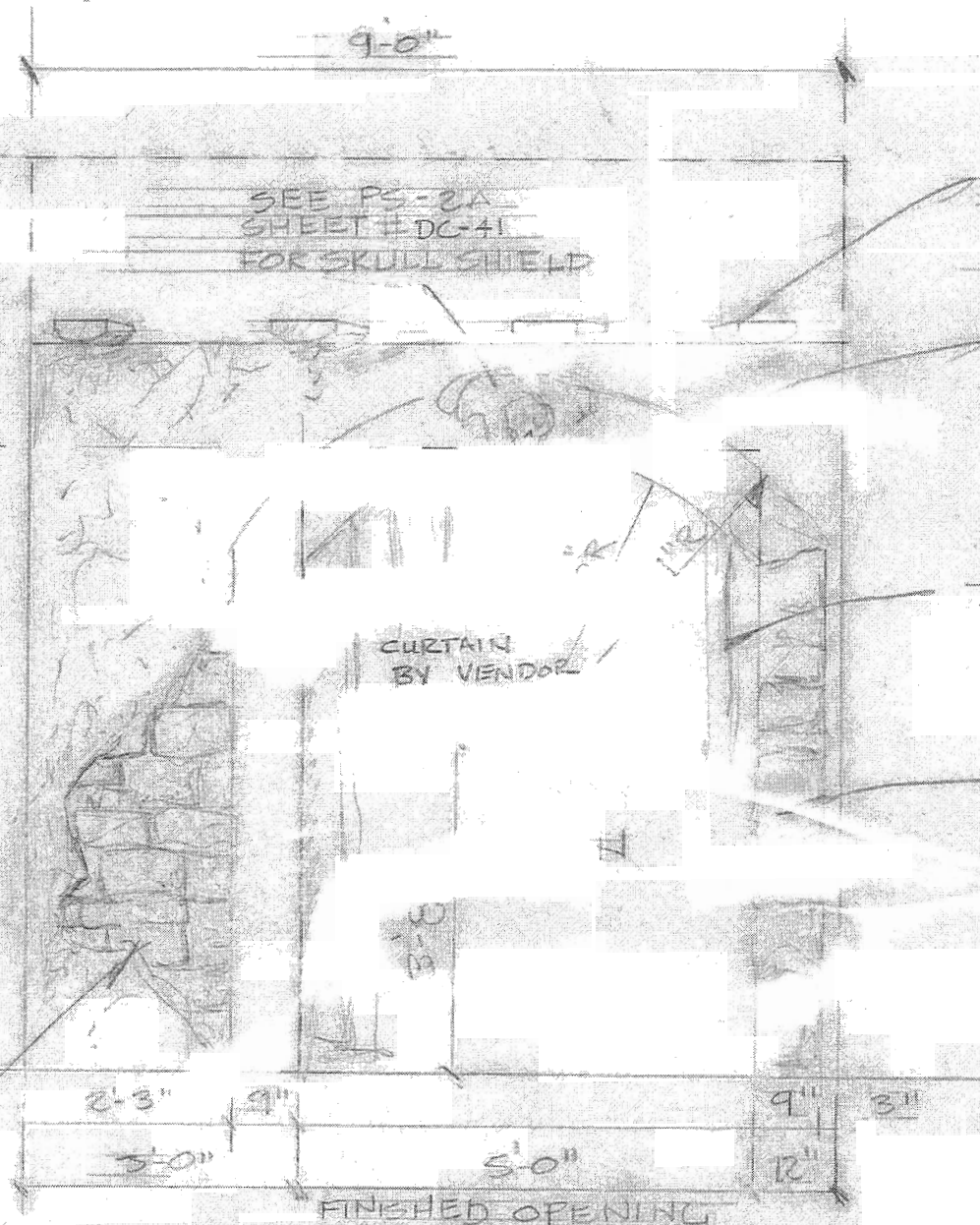




AS EXPOSED STONE  
SUBSTRUCTURE

10'-0"

6'-10" FINISHED OPENING



SEE PS-2A  
SHEET # DC-41  
FOR SKULL SHIELD

LOG CUT-OFFS SET  
ON TOP OF FLATS  
AT RANDOM ANGLES  
(EAK SIDE DOWN)  
SEE G.P. SHIT # DC-38  
FOR SKULL SHIELD

FINISH AS VERY  
ROUGH, OLD &  
CRACKED STUCCO

CURTAINS BY VENDOR

1/4" PLY OF MASO  
ARCH FRAME W/  
HEAVY TEXTURE  
& TREATMENT  
ON RETURN

CURTAIN  
BY VENDOR

PS-8

ELEVATION

1/2" = 1'-0"

SHEET No.  
DC-43

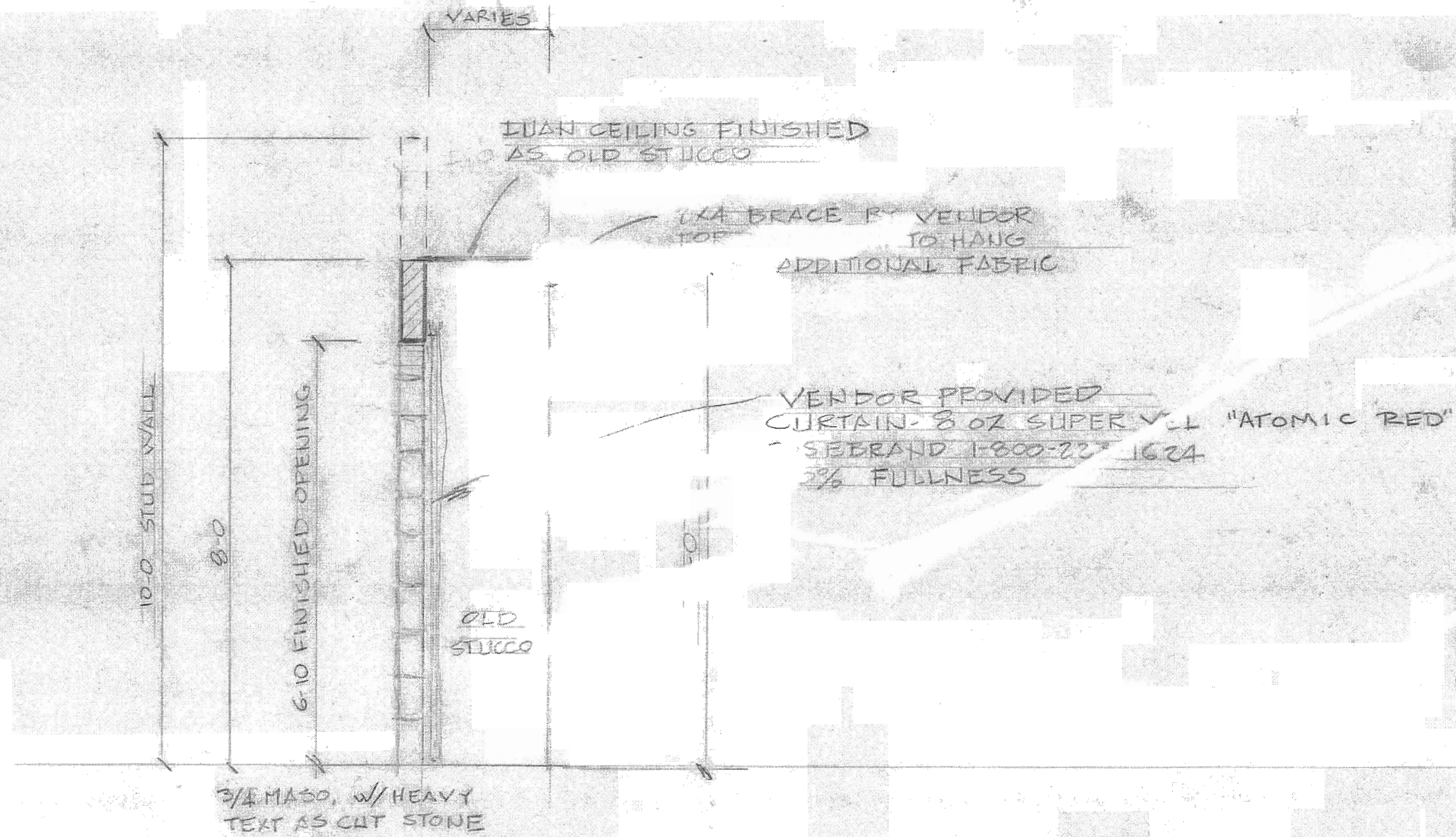
PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA PEEP SHOW

SCALE 1/2" = 1'-0"

DATE 06/05/05

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PS-9

ELEVATION

1/2" = 1'-0"

SHEET No.

DC - 44

PROJECT HALLOWEEN HORROR NIGHTS

AREA DEEP SHOW

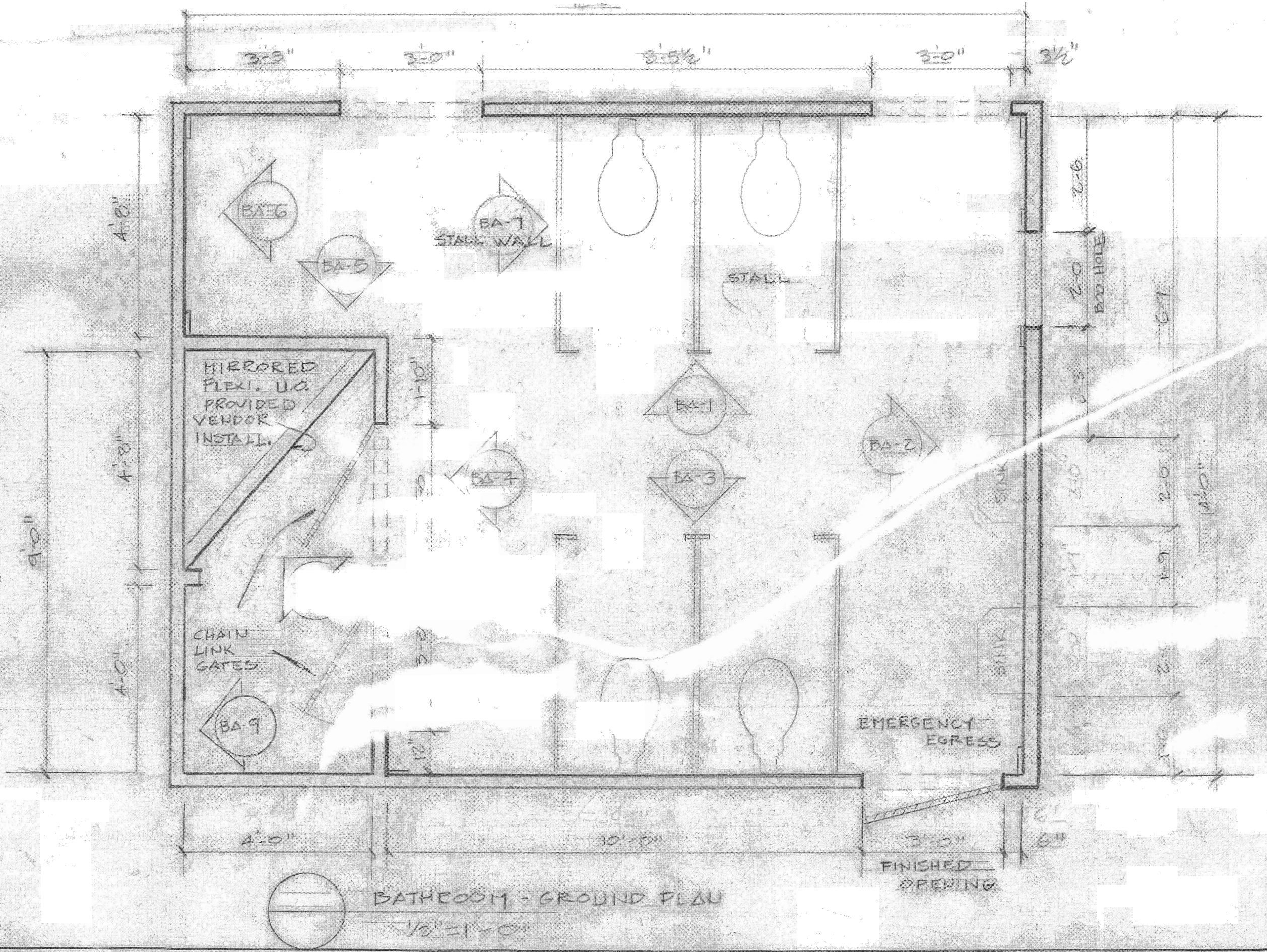
SCALE 1/2" = 1'-0"

DATE 06/03/05

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SCHEDULES







BATHROOM - GROUND PLAN

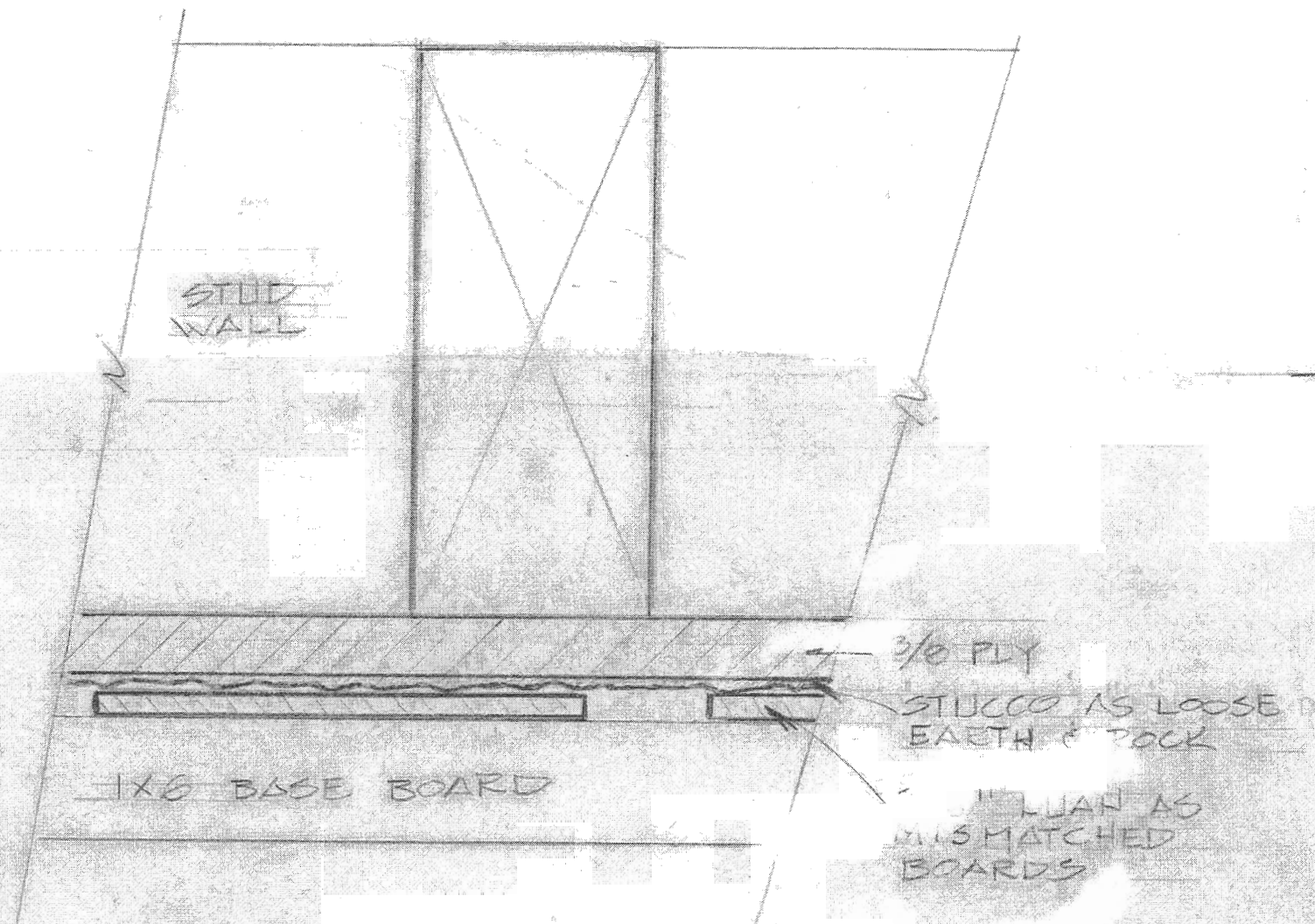
1/2" = 1'-0"

SHEET No. DC-45	PROJECT HALLOWEEN HORROR NIGHTS XV AREA	SCALE 1/2" = 1'-0" DATE	<p>THIS DOCUMENT CONTAINS CONFIDENTIAL MATERIAL INFORMATION RELATING TO THE NATIONAL DEFENSE AUTHORITY, AND IS NOT TO BE DISCLOSED TO THE PUBLIC</p> <p>ENTERTAINMENT ARTS &amp; DESIGN</p>
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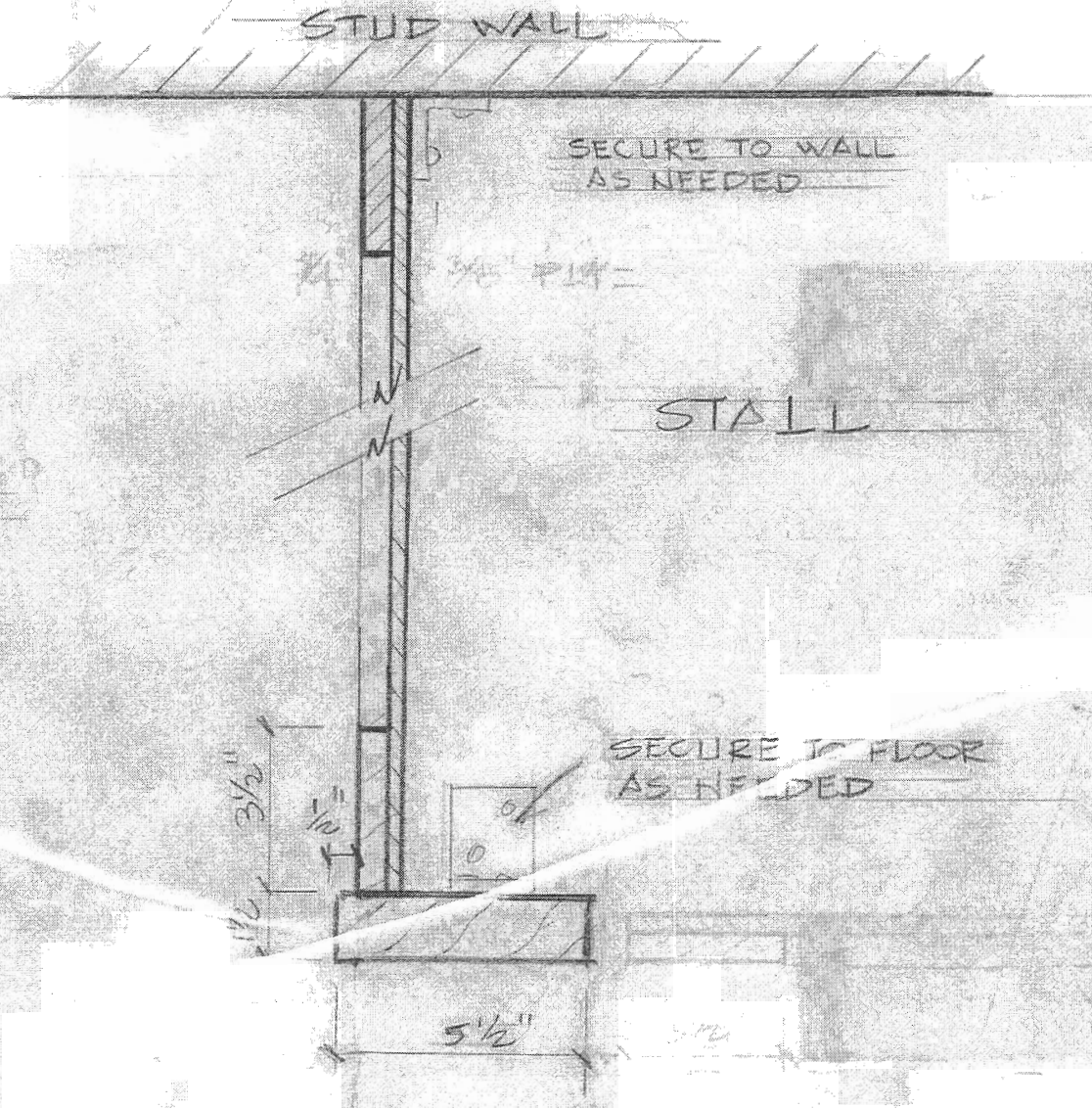








BATA  
 ELEVATION  
 FULL SCALE

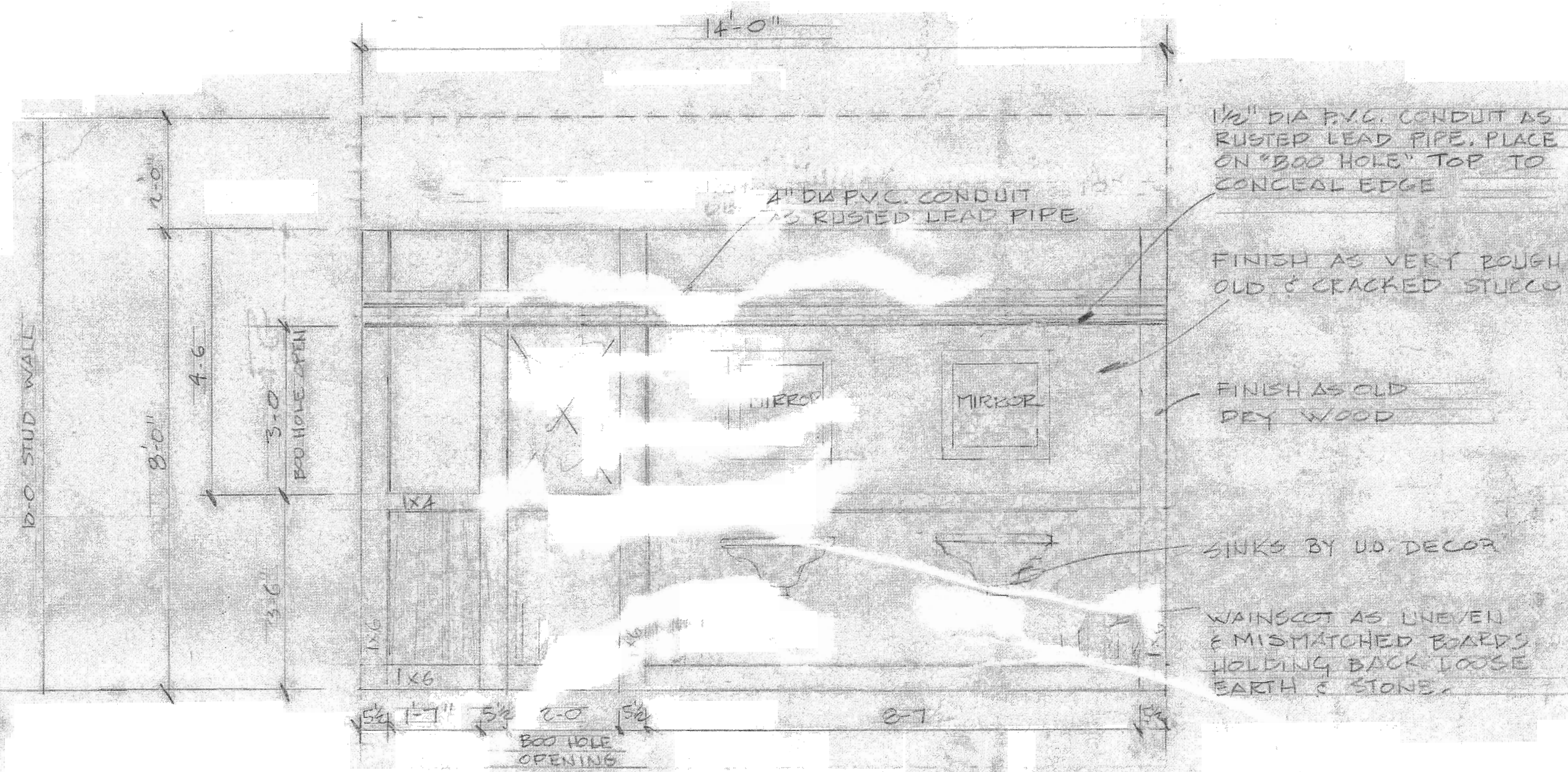


BATB  
 ELEVATION  
 3'-11-0"

SHEET No.	PROJECT HALLOWEEN HORROR NIGHTS XV		SCALE AS NOTED	
	AREA BATHROOM		DATE 06/05/05	
DC-47				



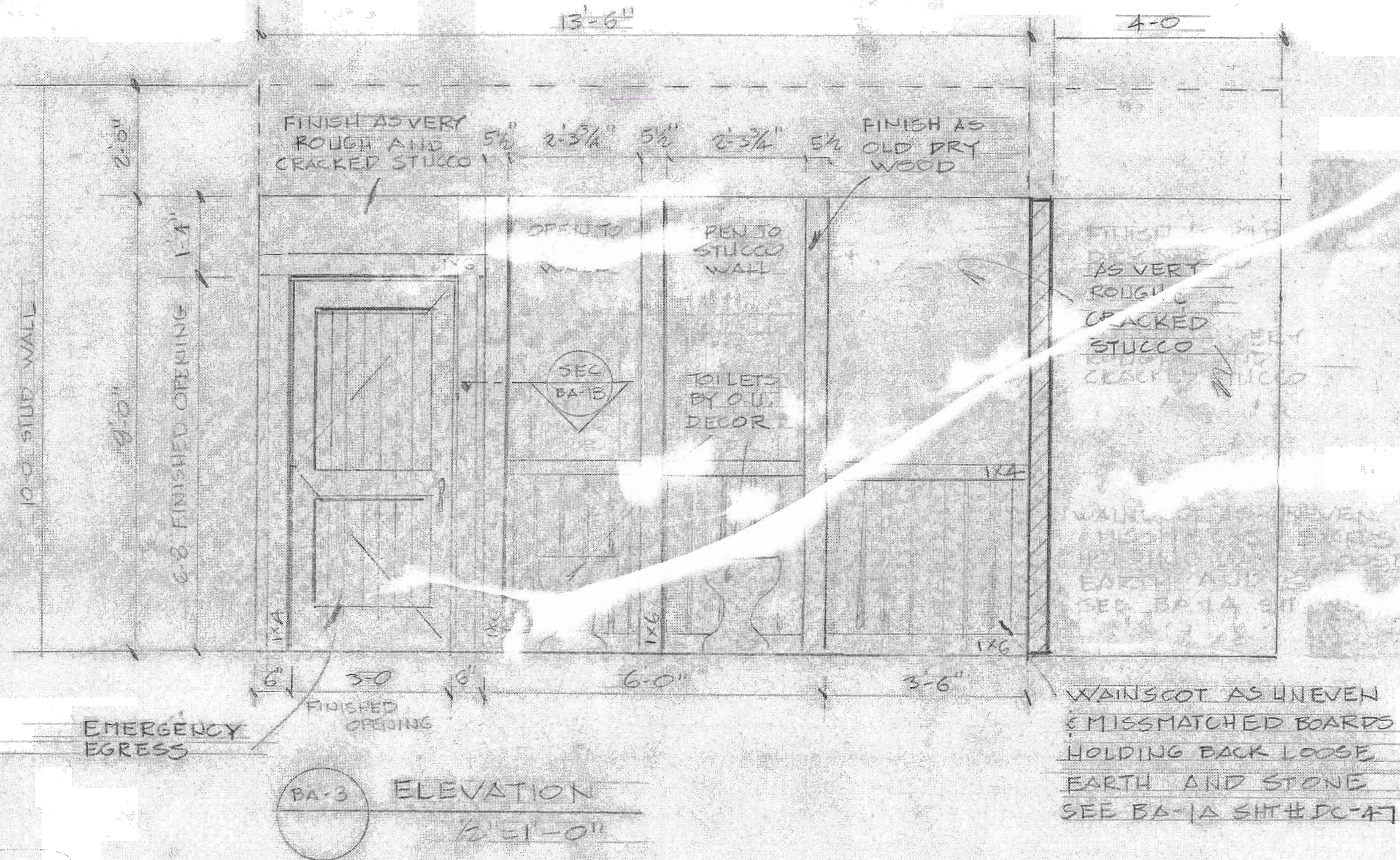
\*SCENIC NOTE - ENTIRE ROOM TO HAVE AGED DOWN  
COAT OF SEMI-GLOSS PAINT, EVEN COVERING  
CRACKS, EXPOSED STONE AND WAINSCOT.



BA-2 ELEVATION  
1/2" = 1'-0"

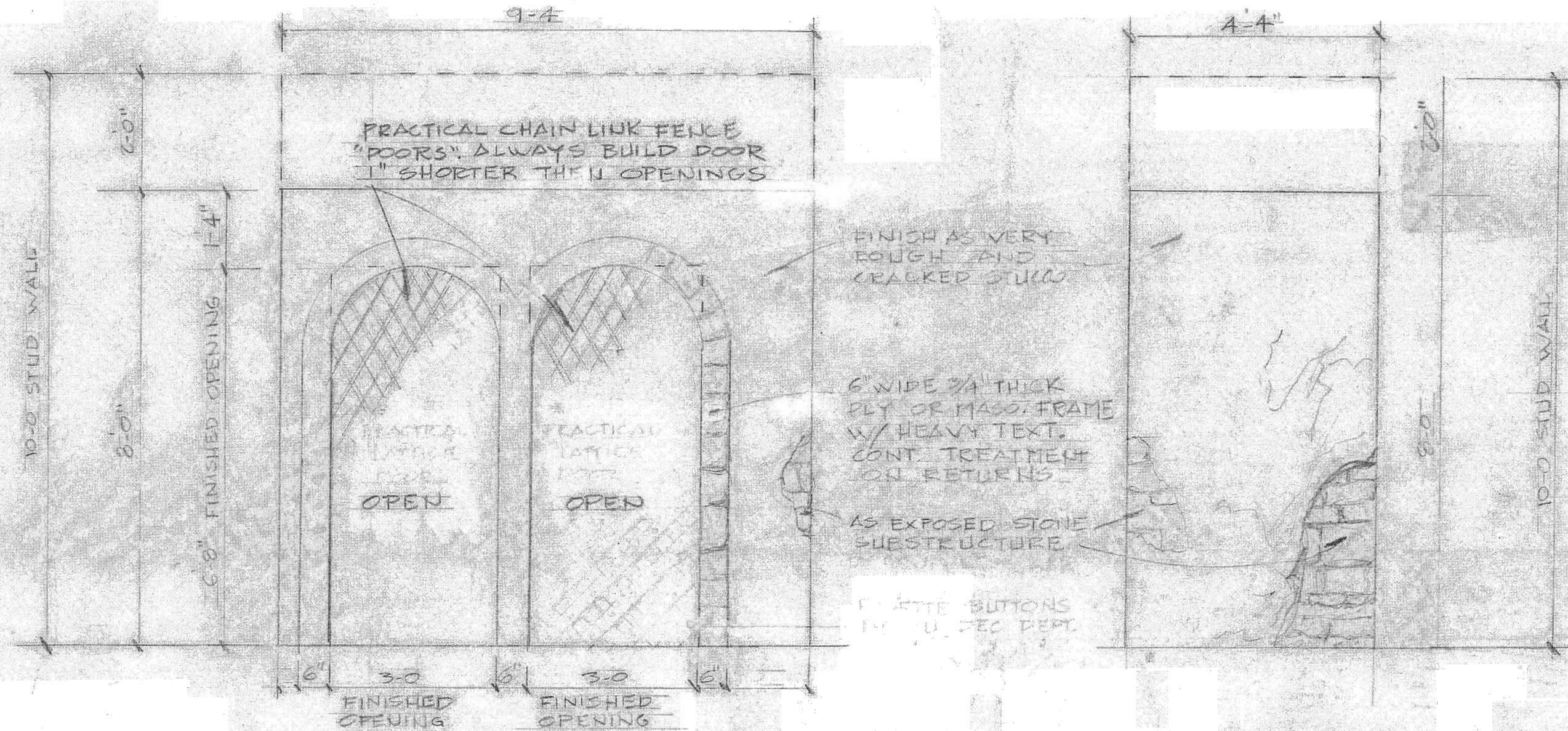


\* SCENIC NOTE - ENTIRE ROOM TO HAVE AGED DOWN  
COAT OF SEMI-GLOSS PAINT, EVEN COVERING  
CRACKS, EXPOSED STONES AND WAINSCOT.





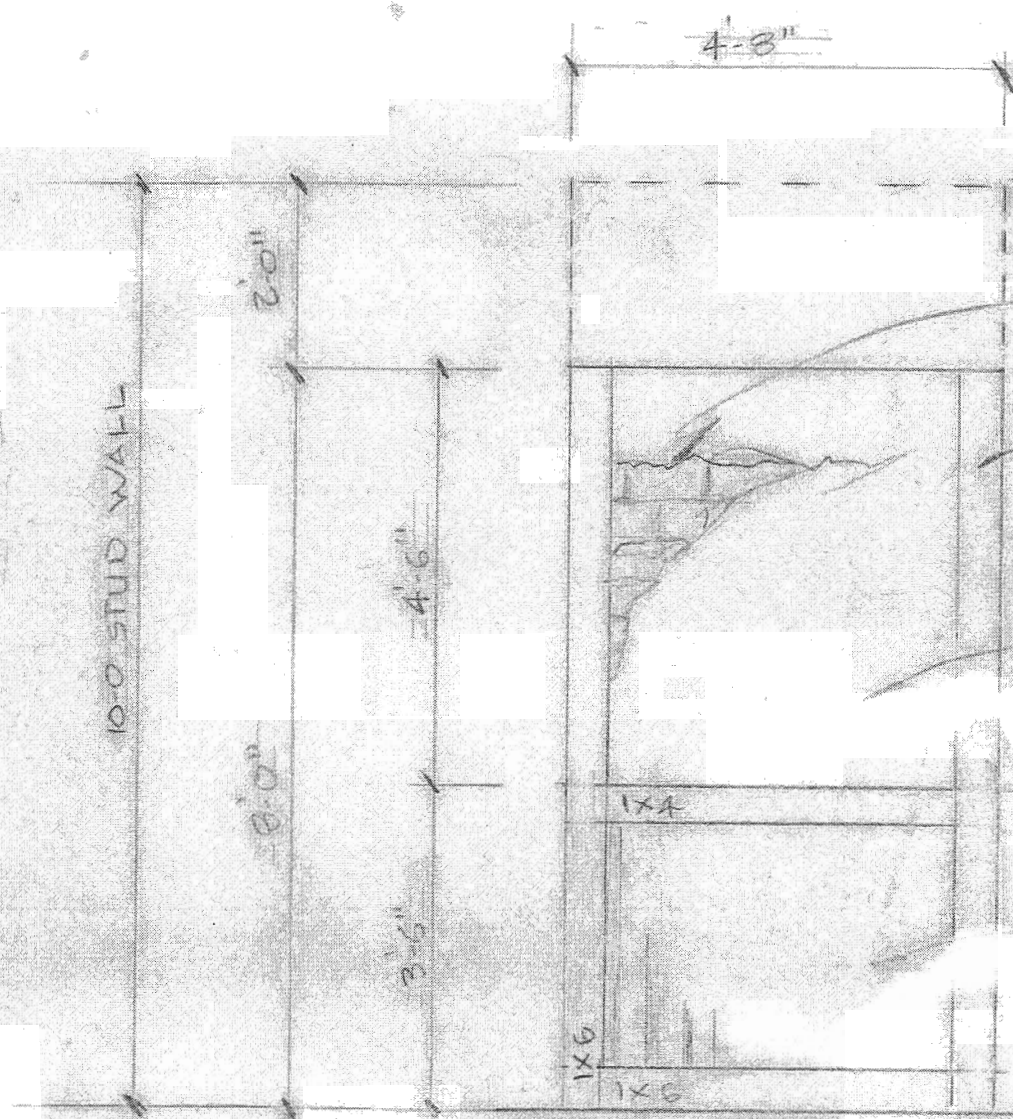
\* SCENIC NOTE - ENTIRE ROOM TO HAVE AGED DOWN  
COAT OF SEMI-GLOSS PAINT, EVEN COVERING  
CRACKS, EXPOSED STONES AND WAINSCOT.



BA-4 ELEVATION  
 $\frac{1}{2}'' = 1'-0''$

BA-5 ELEVATION  
 $\frac{1}{2}'' = 1'-0''$





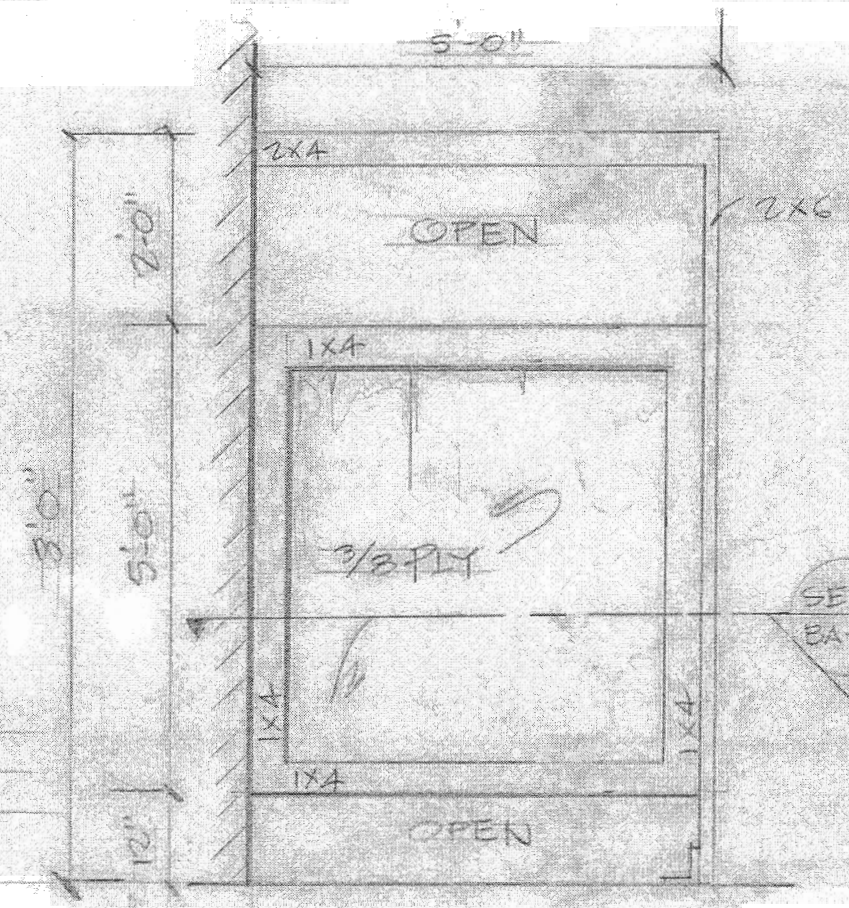
BA-6 ELEVATION  
1/2" = 1'-0"

AS EXPOSED STONE  
SUBSTRUCTURE

FINISH AS OLD  
DRY WOOD

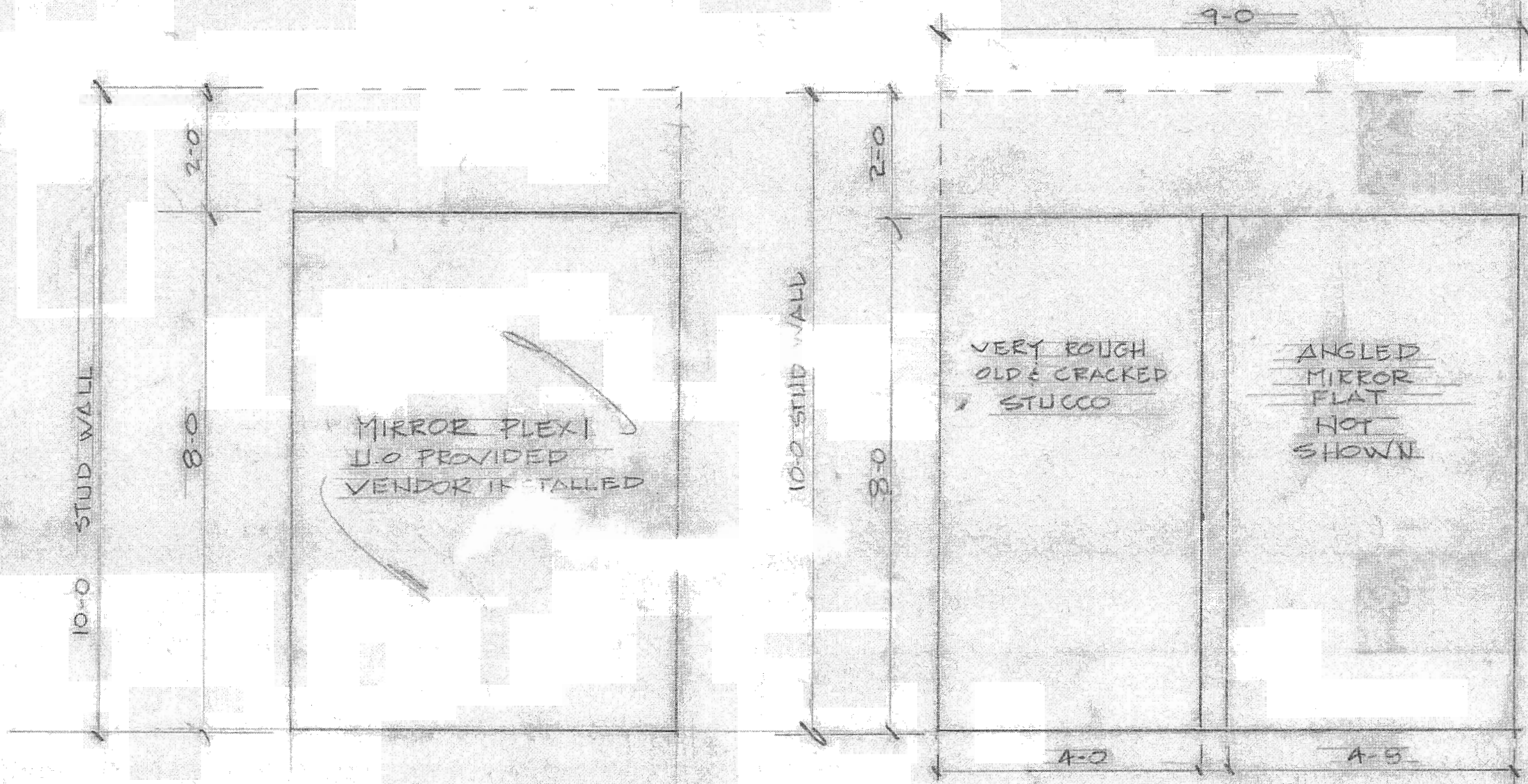
FINISH AS VERY  
ROUGH OLD AND  
CRACKED STUCCO

WAINSCOT AS UNEVEN  
BOARDS  
HOLDING BACK ROSE  
EARTH AND STONE



BA-7 ELEVATION - STALL SIDE  
1/2" = 1'-0"





BA-8

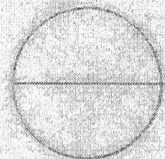
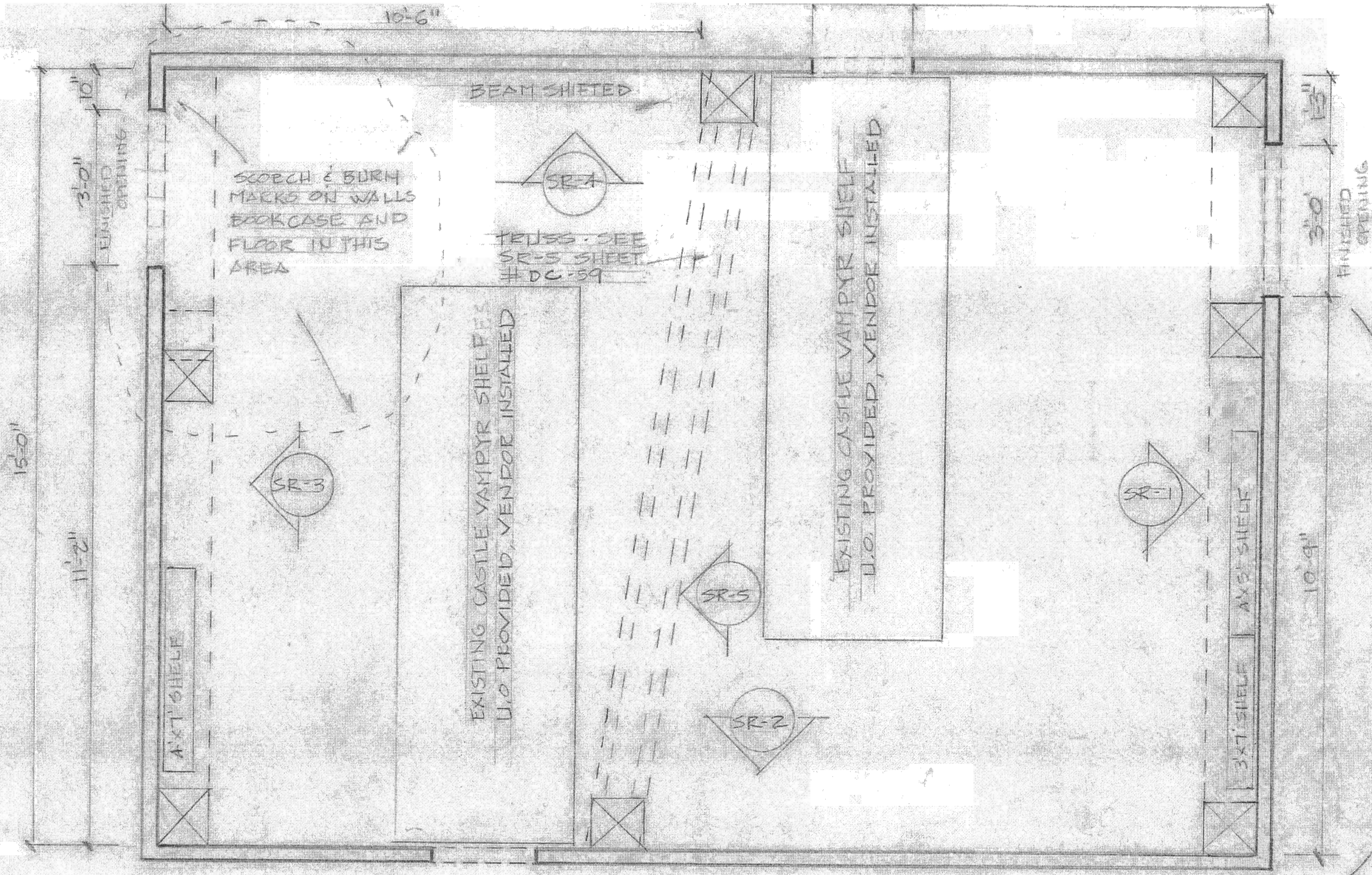
ELEVATION  
 $\frac{1}{2}" = 1'-0"$

BA-9

ELEVATION  
 $\frac{1}{2}" = 1'-0"$

SHEET No. DC-52	PROJECT HALLOWEEN HORROR NIGHTS XV	SCALE $\frac{1}{2}" = 1'-0"$	DATE 06/05/05
	AREA BATHROOM		





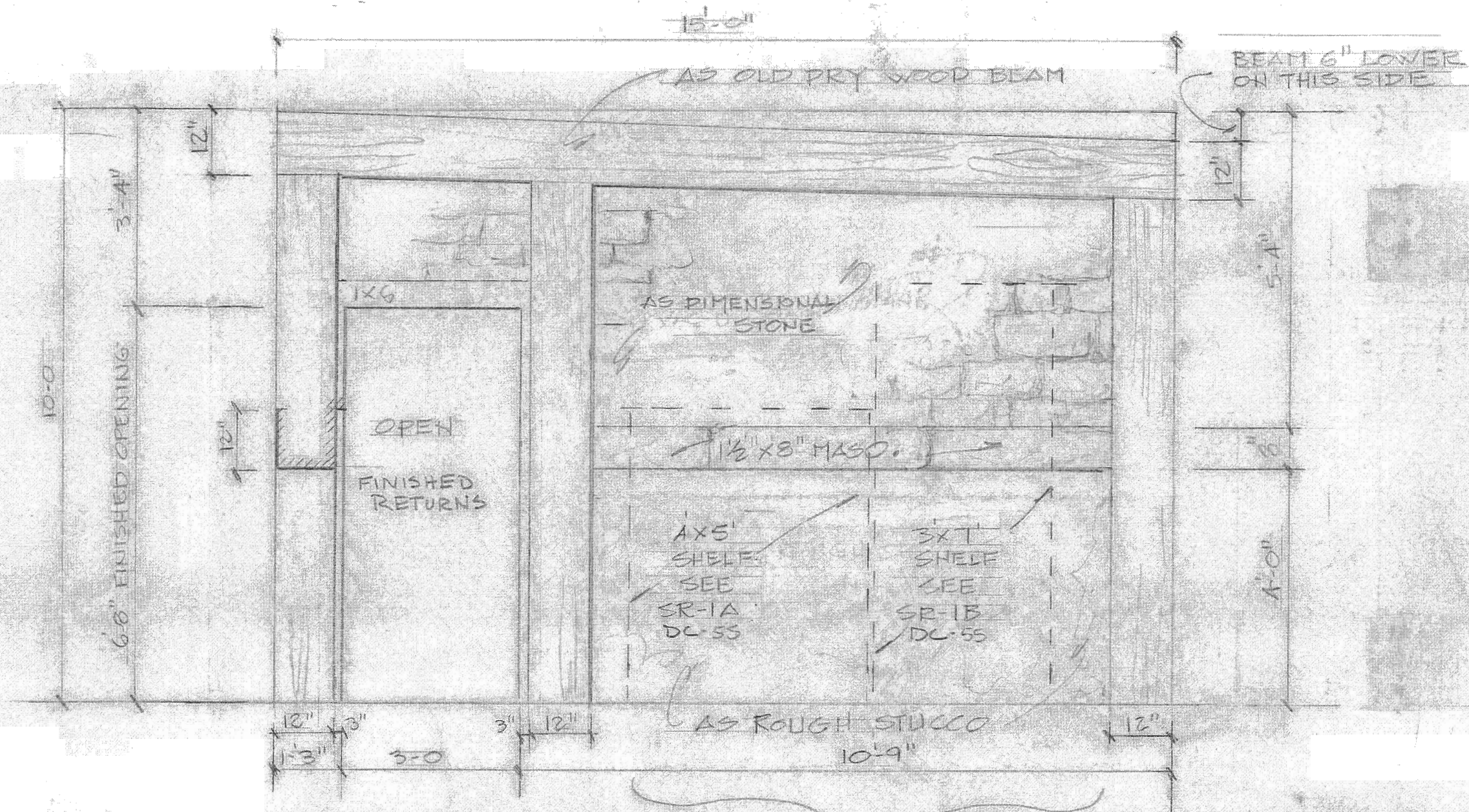
STORAGE ROOM - GROUND PLAN

1/2" = 1'-0"

\*BIG NOTE - KEEP SECTION OF WALL W/ILDS TO BRING IN 3'-6" X 11'-0" SHELVING UNITS

SHEET No. DC-53	PROJECT HALLOWEEN HORROR NIGHTS XV AREA STORAGE ROOM	SCALE 1/2" = 1'-0" DATE 06/05/05	<div data-bbox="2890 252 2968 413"> </div> <div data-bbox="2890 50 2968 231"> <p>THIS DOCUMENT CONTAINS COPYRIGHTED MATERIAL PROTECTED BY THE ARCHITECTURAL STUDIOS, INC. D.B.A. HAVEN</p> </div>
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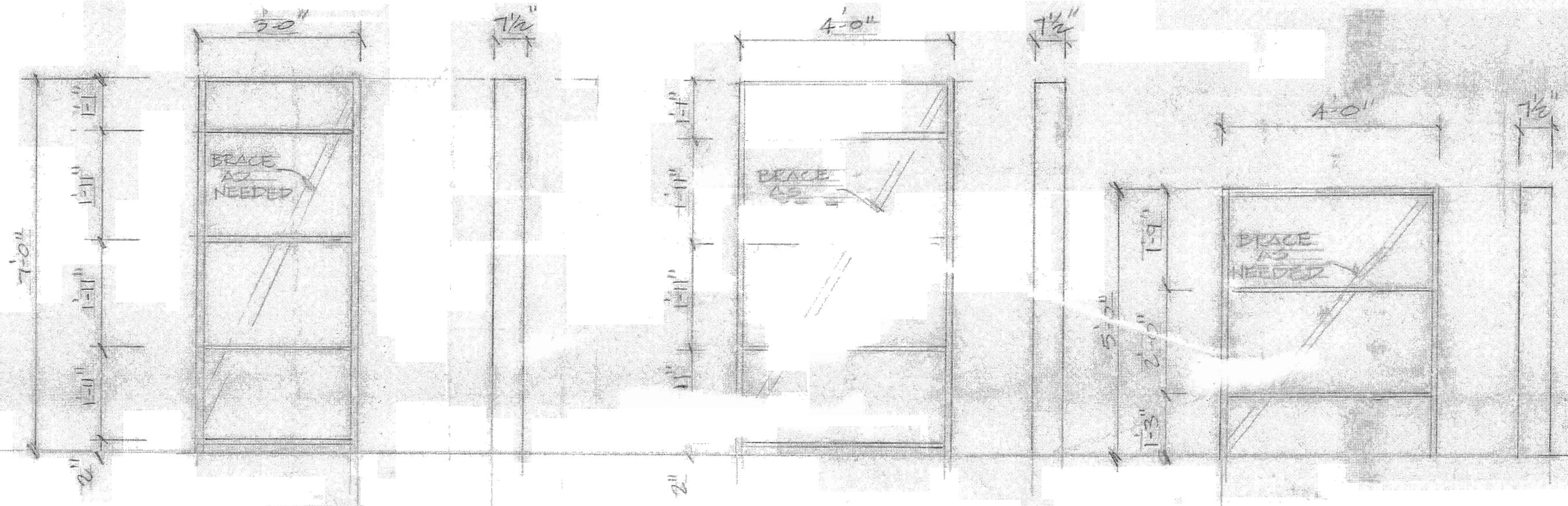


SR-1 ELEVATION  
1/2" = 1'-0"

\*BIG NOTE - KEEP SECTION OF  
WALL "WILD" TO BRING IN  
3'-6" X 11'-0" SHELVING UNITS



\* USE ALL 1X8 HEAVILY AGED  
BRACE IN REAR AS NEEDED  
SECURE TO WALL



SR-13 SHELF  
1/2" = 1'-0"

SR-14 SHELF  
1/2" = 1'-0"

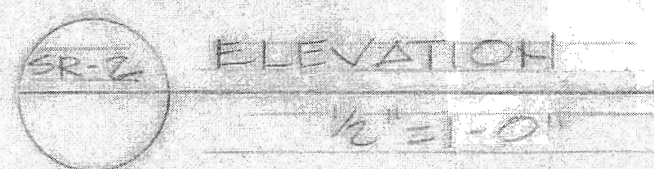
SR-15 SHELF  
1/2" = 1'-0"



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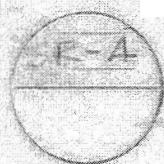
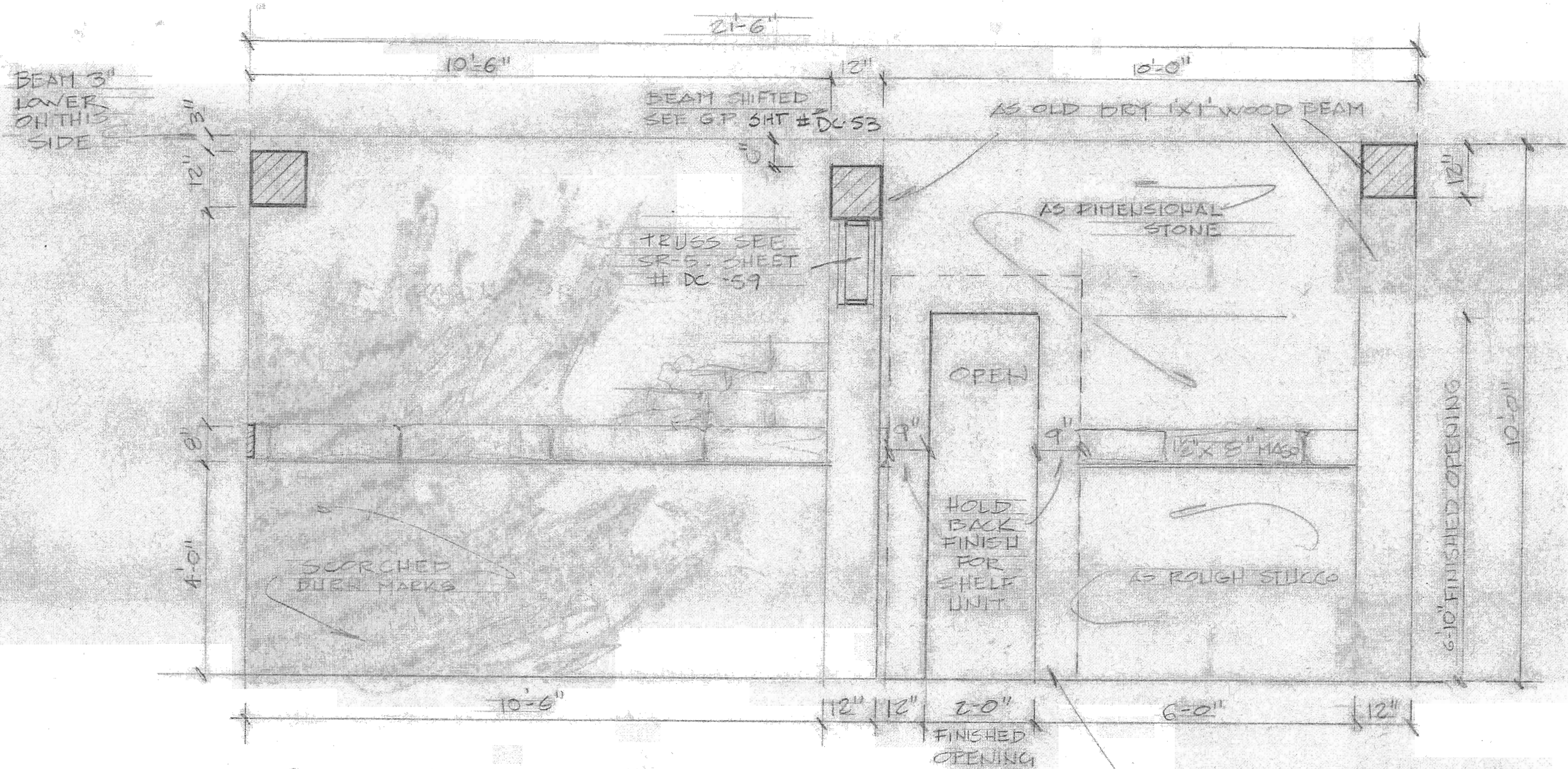
SHEET No.

250









ELEVATION

1/2" = 1'-0"

SHEET No.

DC-98

PROJECT HALLOWEEN HORROR NIGHTS XV

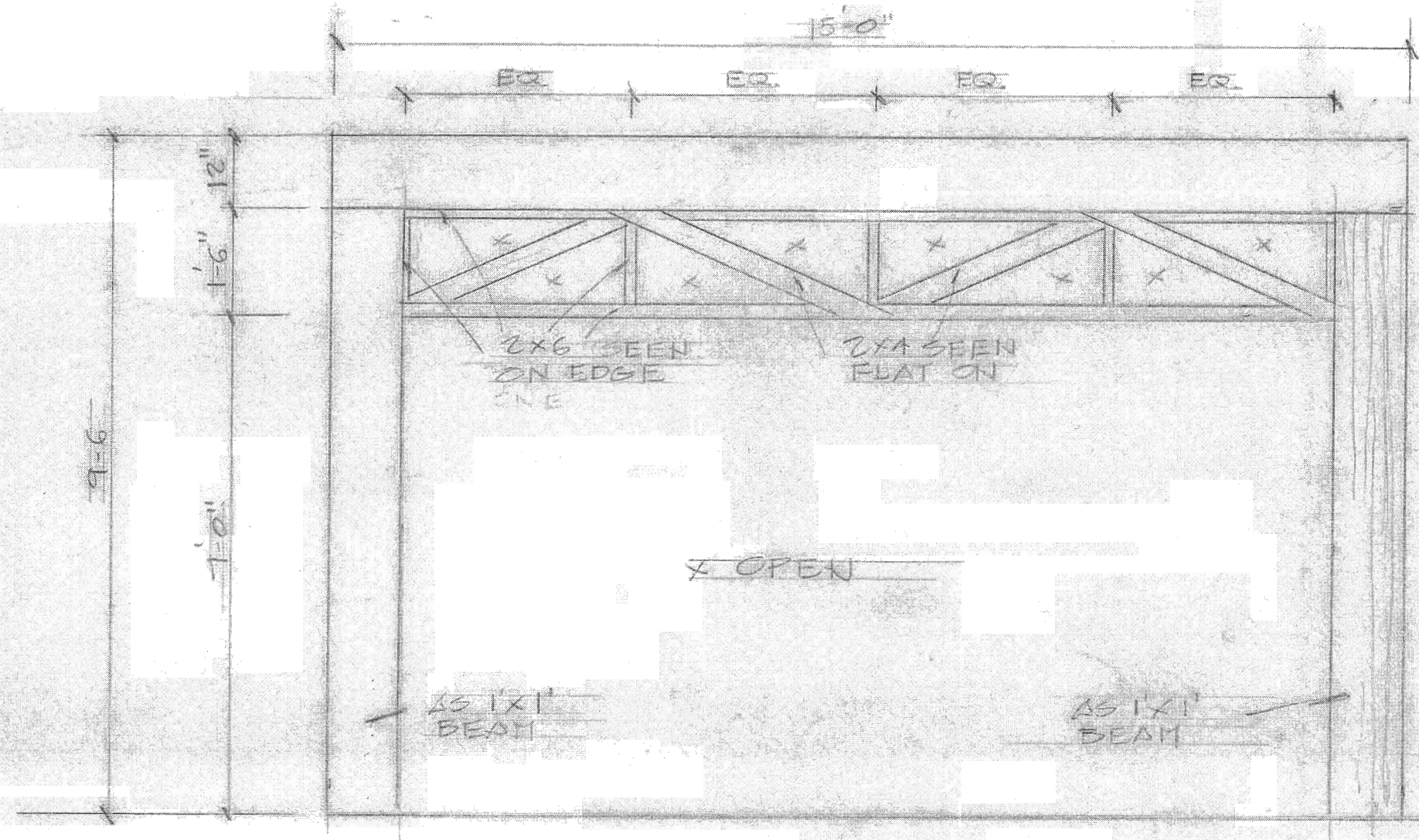
AREA STORAGE ROOM

SCALE 1/2" = 1'-0"

DATE 06/05/05



FINISH AS OLD DRY WOOD



SR-5

ELEVATION - FLATTENED VIEW

X = OPEN

12'-0"

SHEET NO.

DC 59

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA STORAGE ROOM

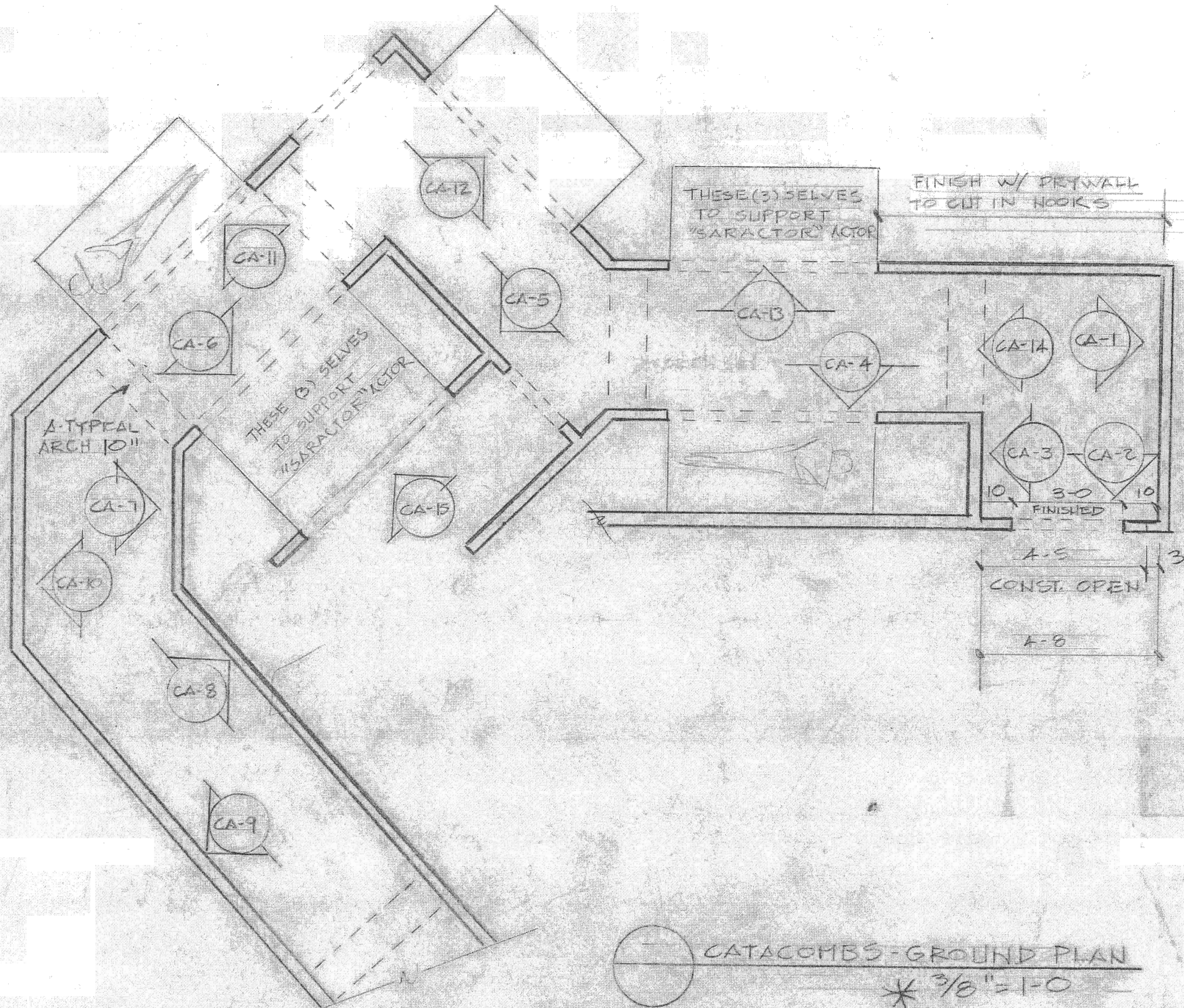
SCALE 1/2" = 1'-0"

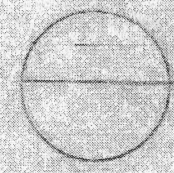
DATE 06/05/05

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**CATACOMBS - GROUND PLAN**  
 \*  $\frac{3}{8}" = 1'-0"$

SHEET No.

DC-60

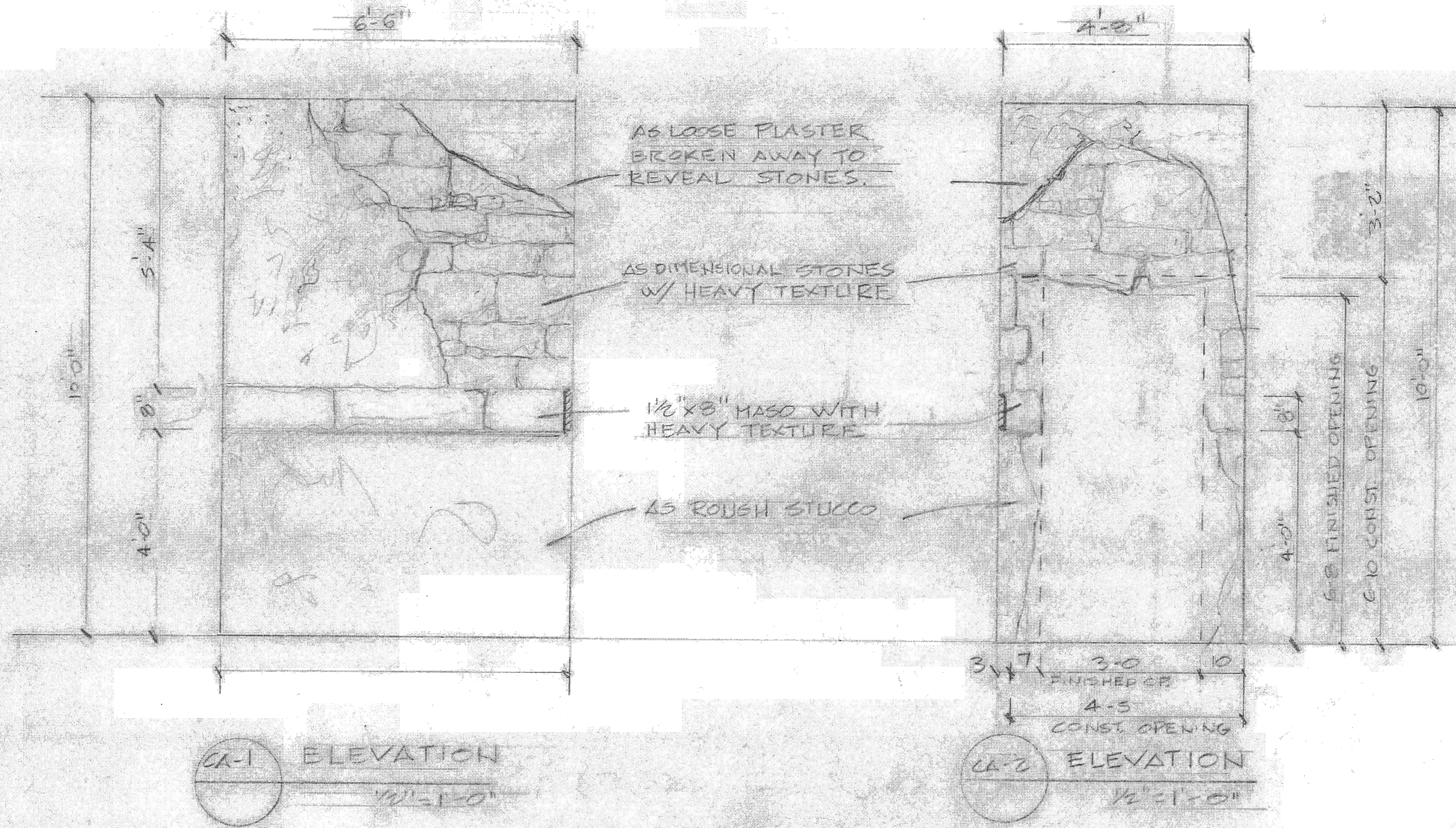
PROJECT HALLOWEEN HORROR NIGHTS XV

AREA CATACOMBS

SCALE \*  $\frac{3}{8}" = 1'-0"$

DATE 06/05/05





SHEET No.  
DC CI

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA CATACOMBS

SCALE 1/2" = 1'-0"

DATE 06/05/05

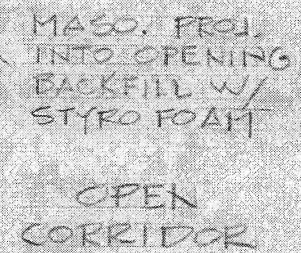






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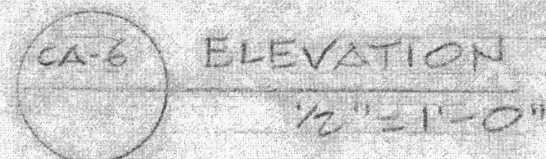
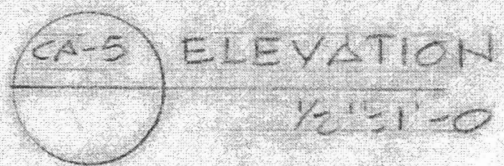
ENTERTAINMENT  
ART & DESIGN



CA-AB SECTION  
1/2" = 1'-0"



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SCALE  $\frac{1}{2}$ " = 1'-0"

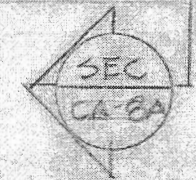
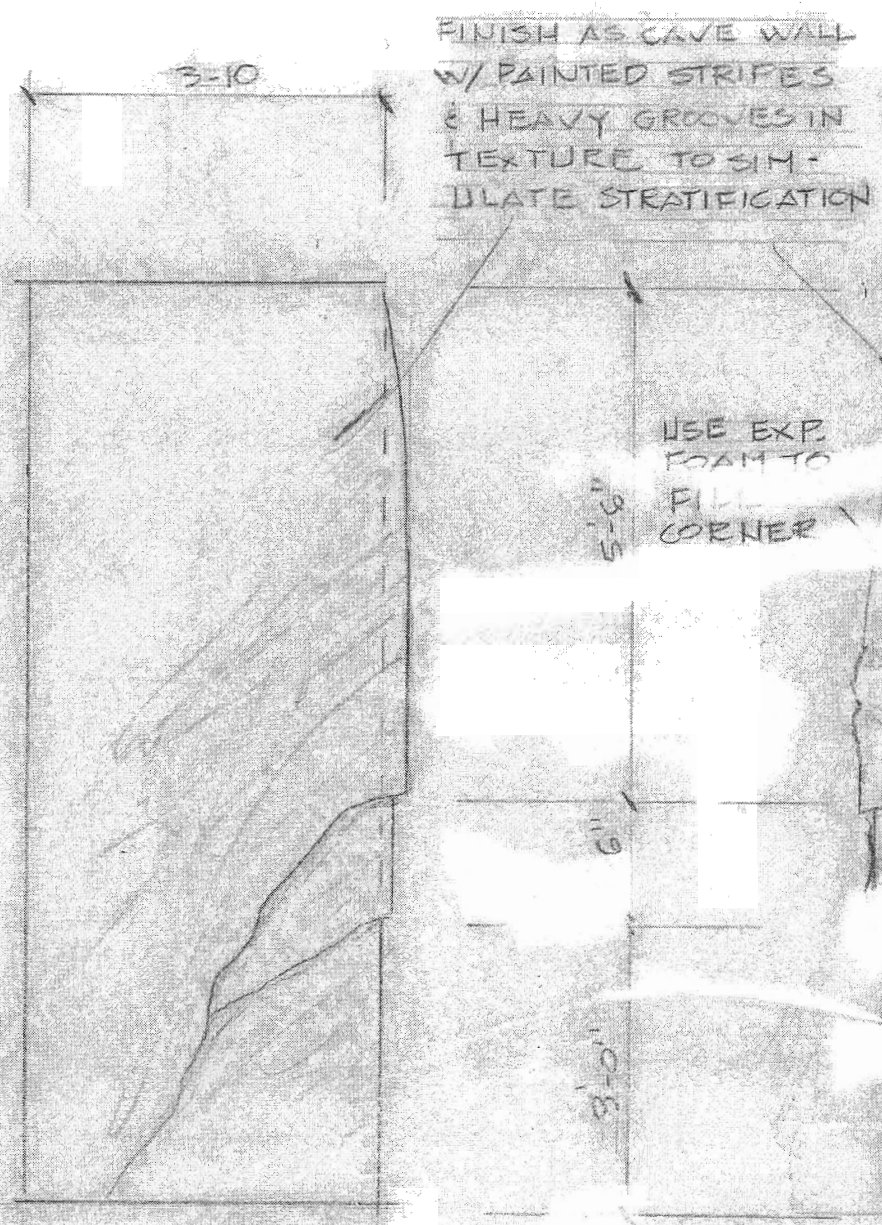
DATE 05-10-1950

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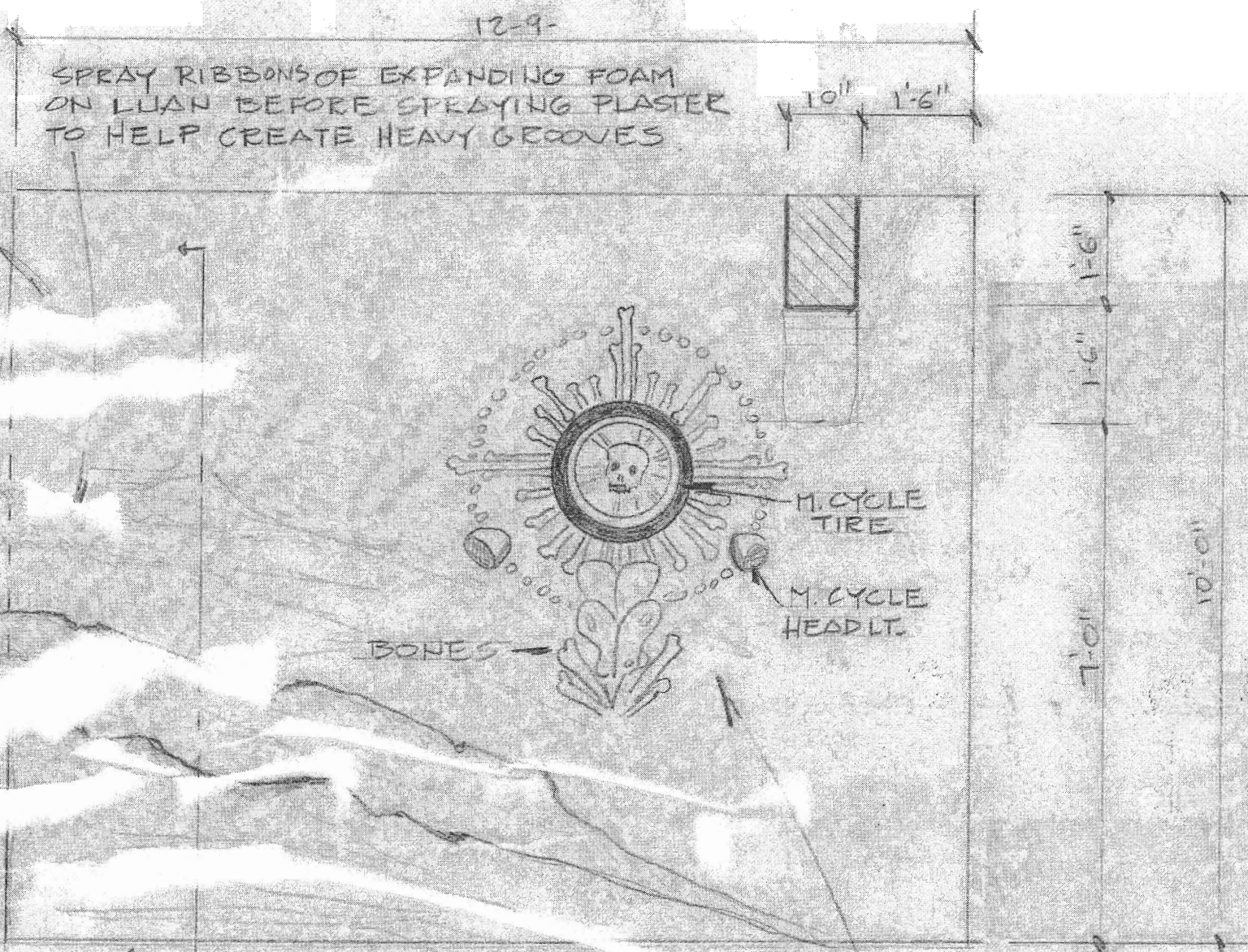
DC = 64



CA-7 ELEVATION  
1/2"=1'-0"

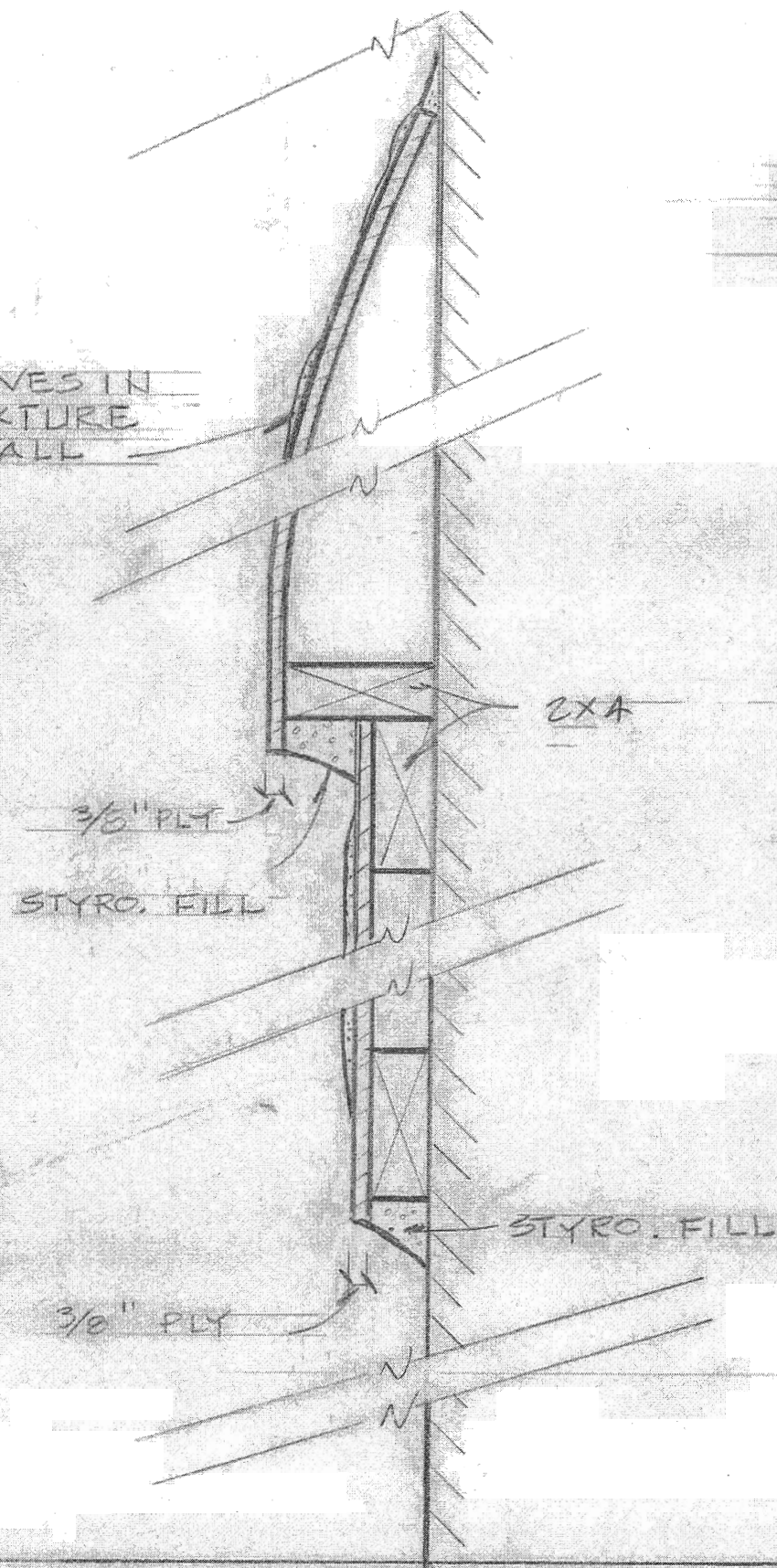


CA-8 ELEVATION  
1/2"=1'-0"

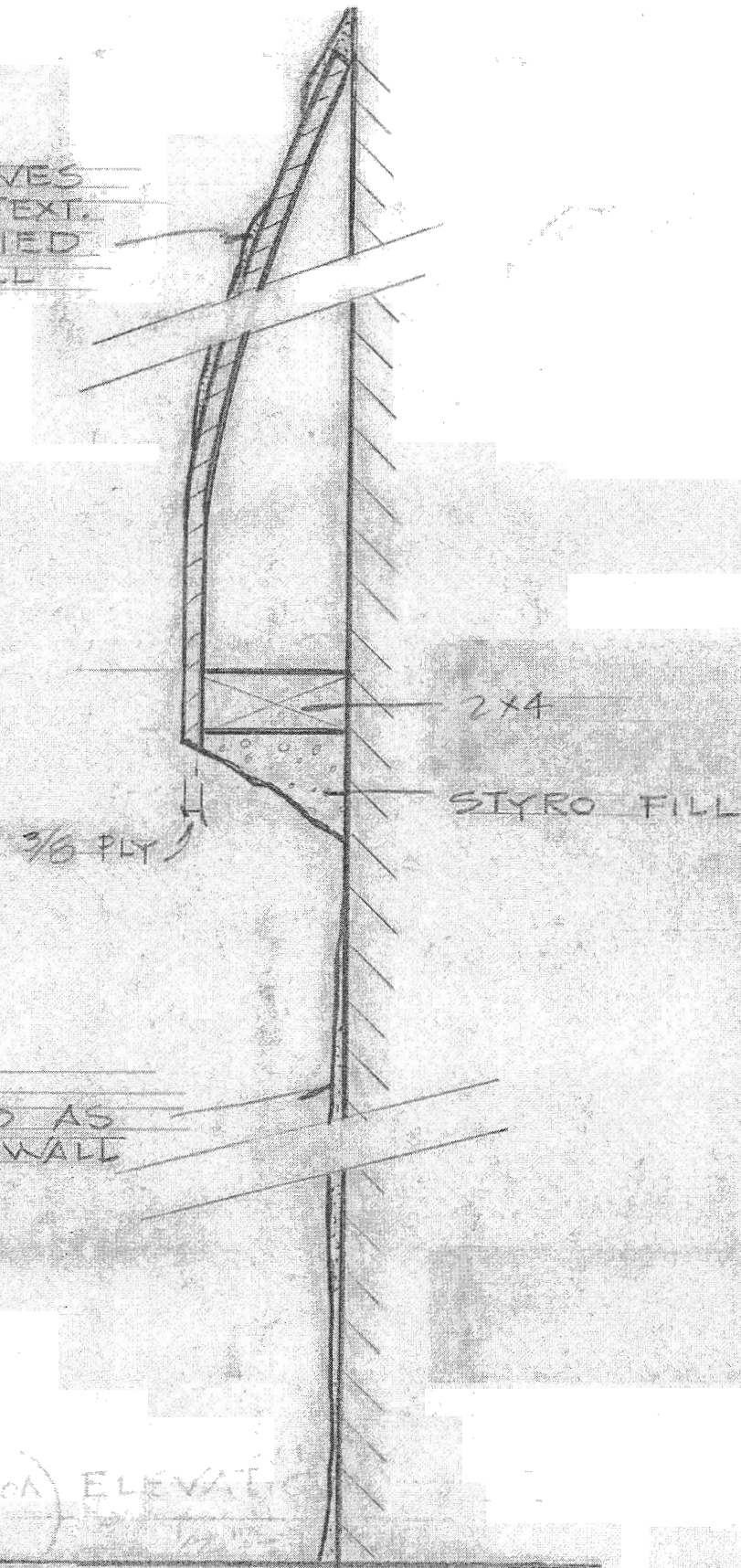




HEAVY GROOVES IN  
STUCCO TEXTURE  
AS CAVE WALL



HEAVY GROOVES  
IN STUCCO TEXT.  
AS STRATIFIED  
CAVE WALL



SHEET NO.  
DC-66

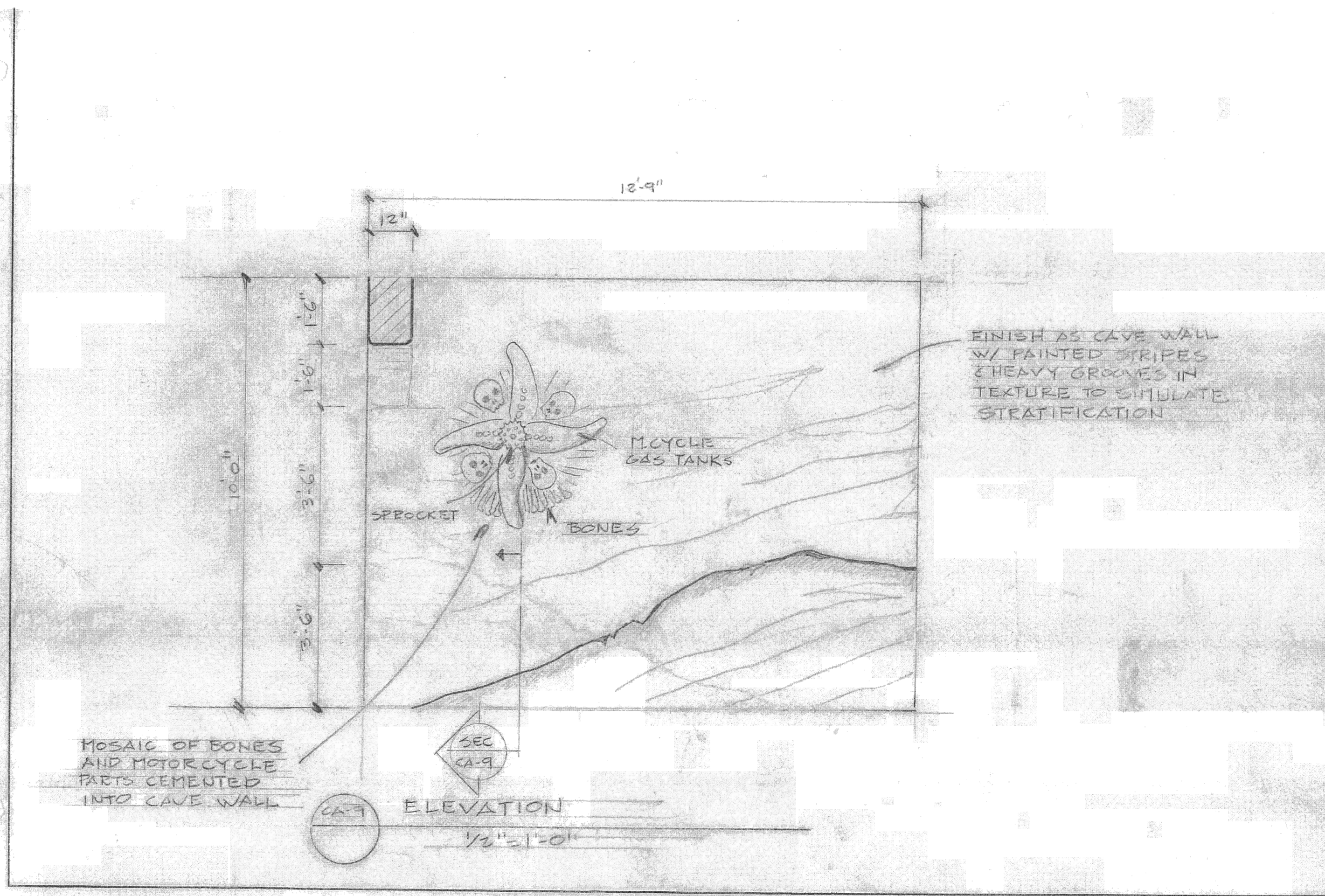
PROJECT HALLOWEEN HORROR NIGHTS XV

AREA CATACOMBS

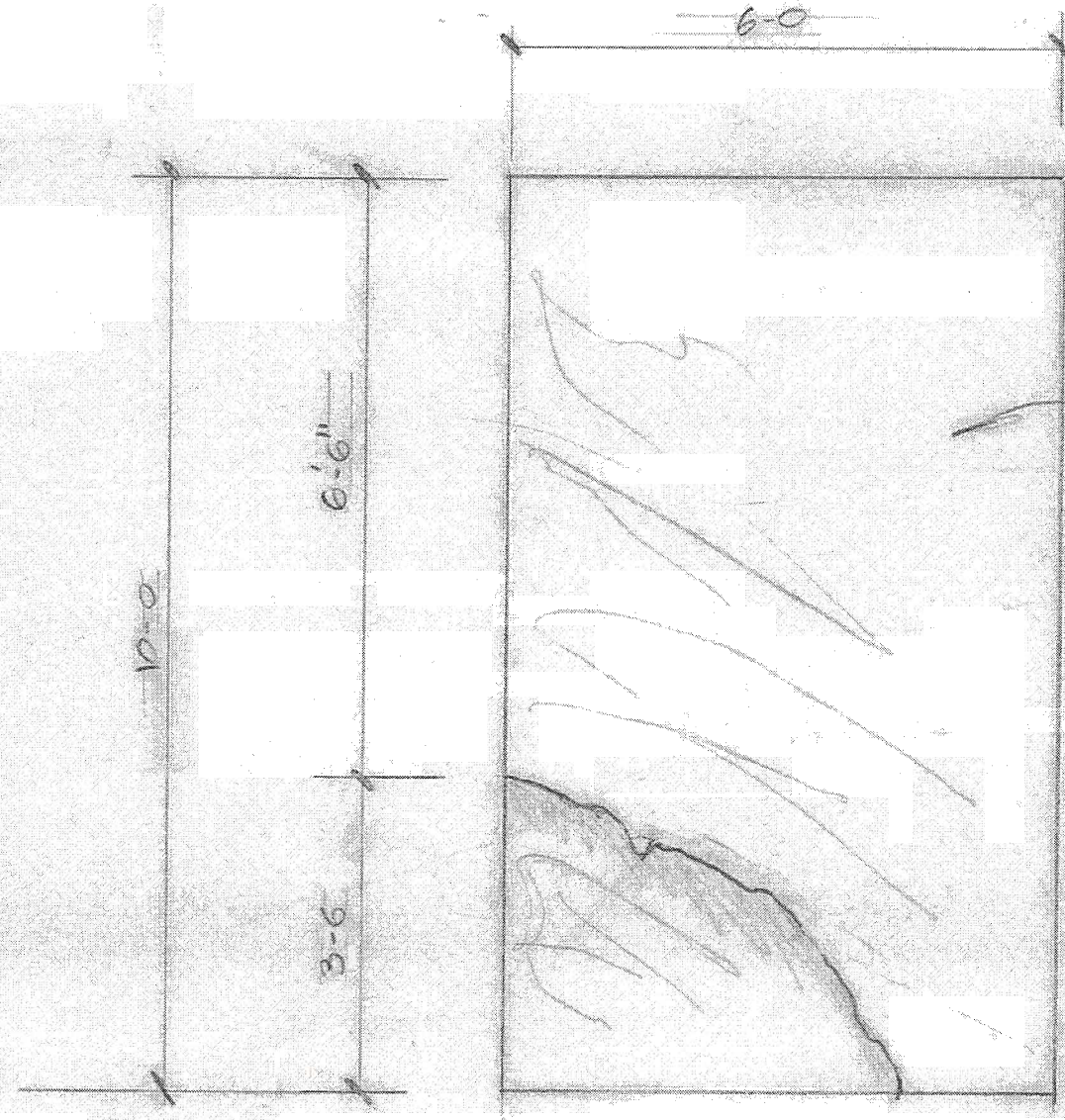
SCALE 3"=1'-0"

DATE 06/05/05

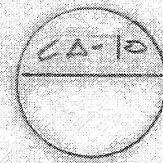








FINISH AS CAVE WALL  
W/ PAINTED STRIPES  
& HEAVY GROOVES IN  
TEXTURE TO SIMULATE  
STRATIFICATION.



ELEVATION

$\frac{1}{2}'' = 1'-0''$

SHEET No.

DC-108

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA CATACOMBS

SCALE  $\frac{1}{2}'' = 1'-0''$

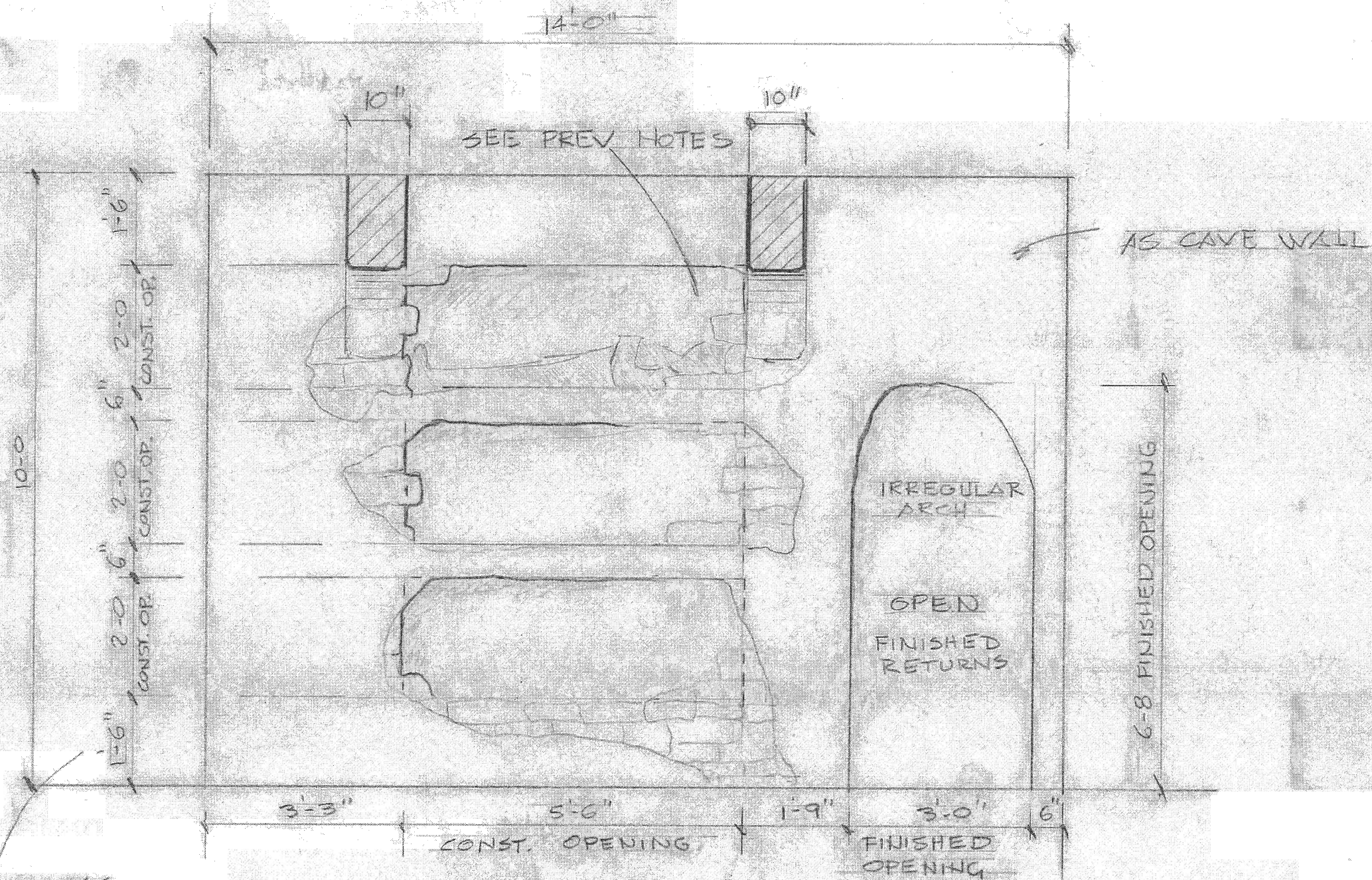
DATE 06/05/05



THE DISCOVERY  
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DISCOVERY  
STUDIOS, INC. U.S.A. UNMARKED



\* NOTE: HOOKS  
ARE LOWER ON  
THIS WALL.



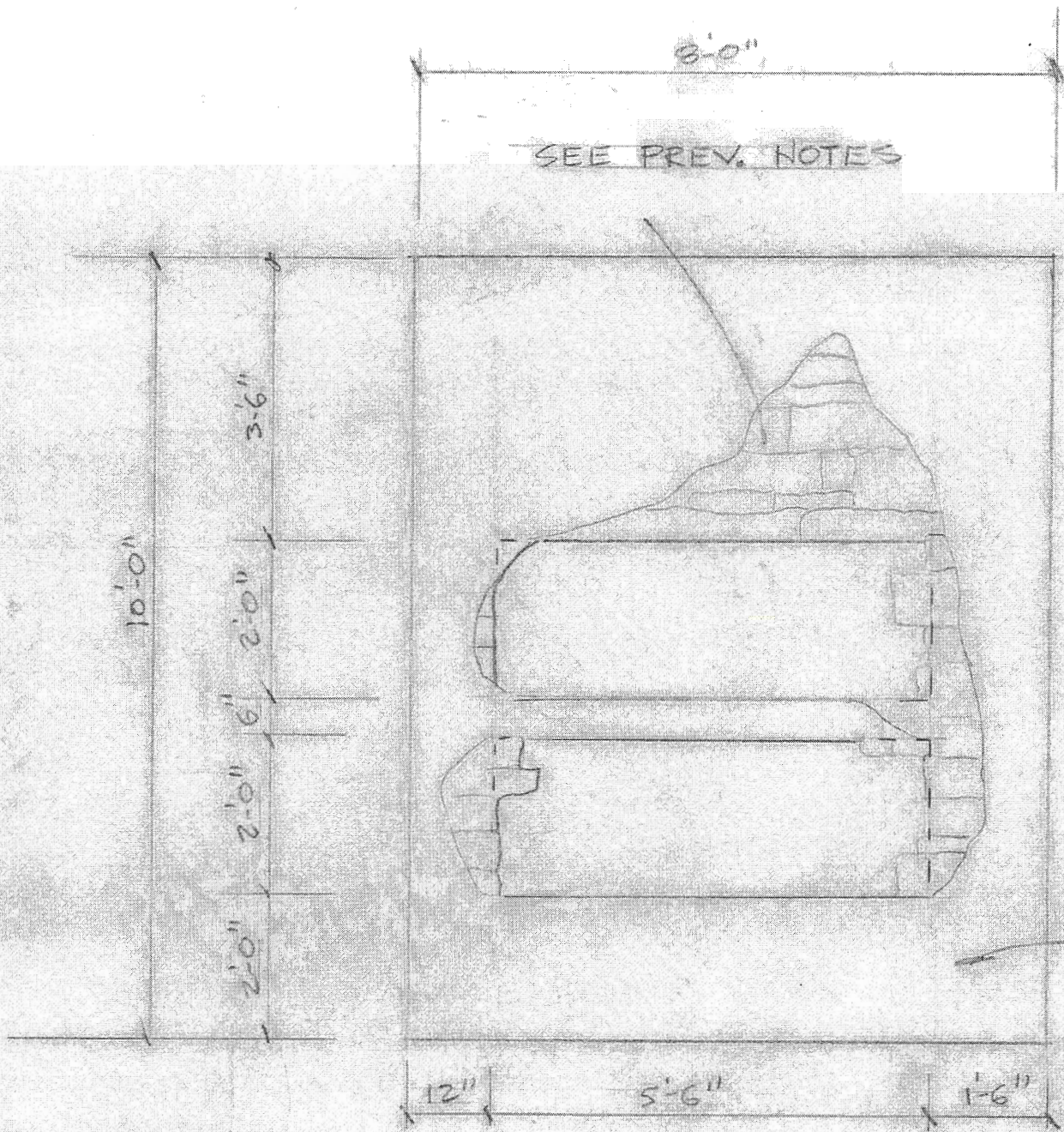
CA-11 ELEVATION  
1/2"=1'-0"

SHEET NO.  
DC-69

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA CATACOMBS

SCALE 1/2"=1'-0"  
DATE 06/05/05

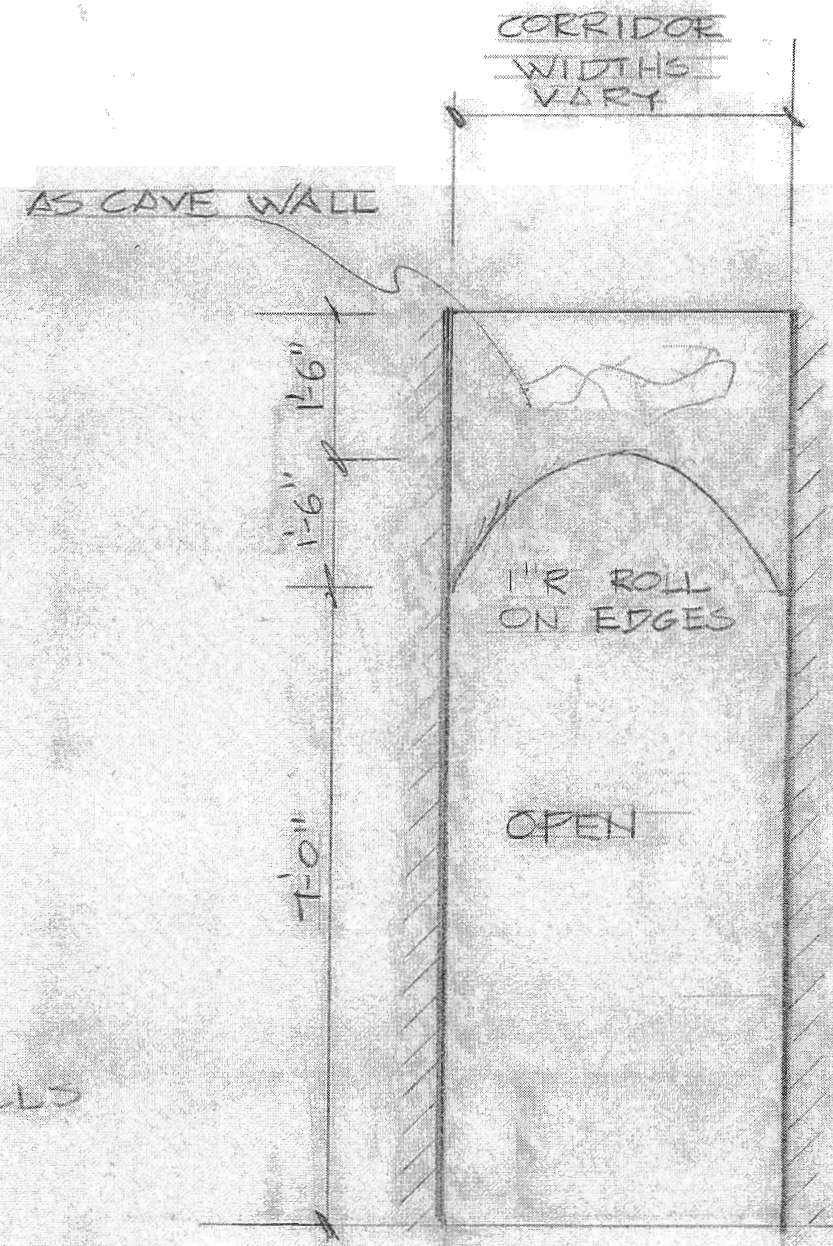




CA-12 ELEVATION  
1/2" = 1'-0"

AS CAVE WALLS

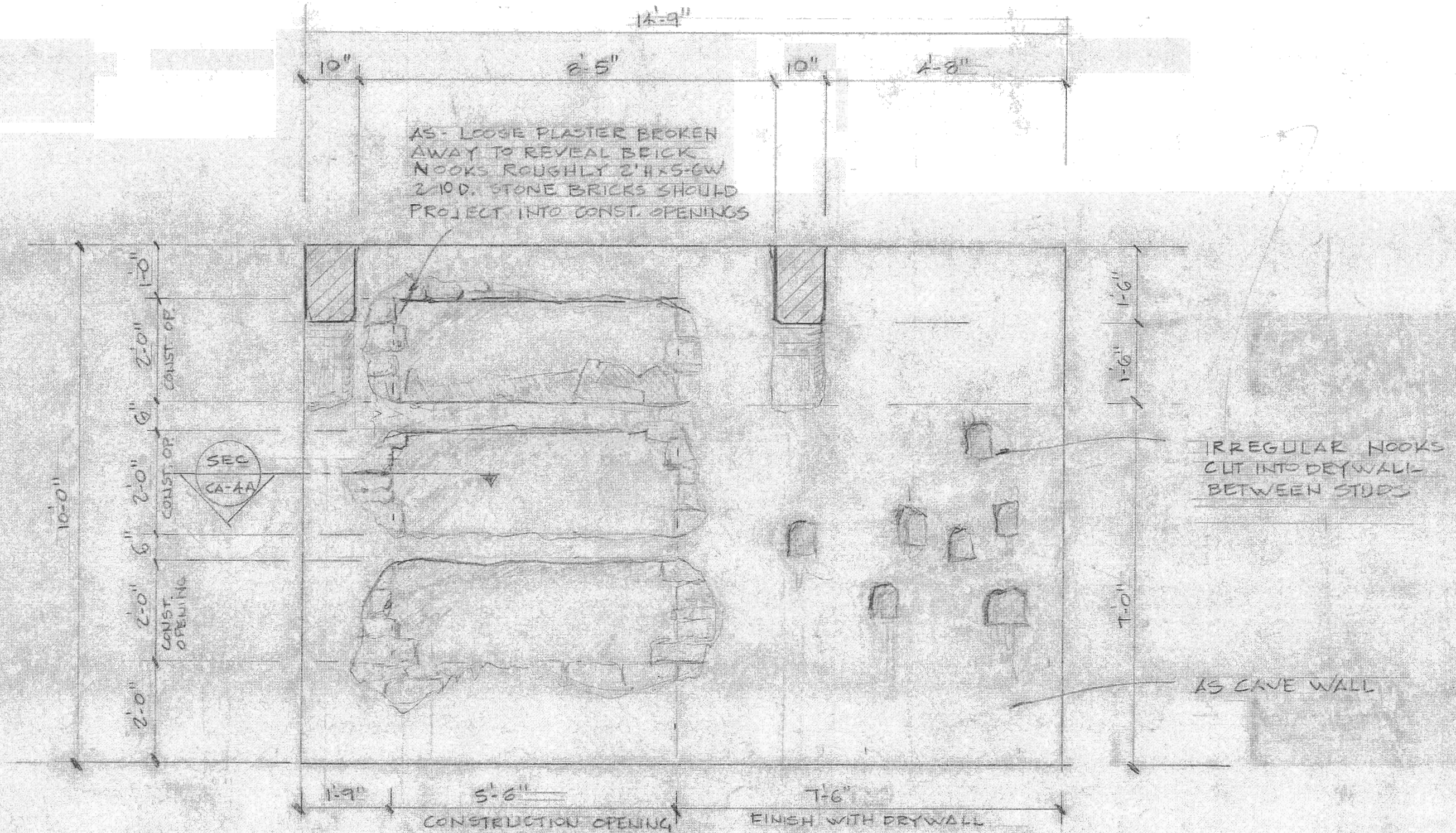
CA-13 SEE DC-71



CA-14 ELEVATION  
1/2" = 1'-0"



\* BUILD TO SUPPORT ACTORS



CA-B ELEVATION

1/2" = 1'-0"

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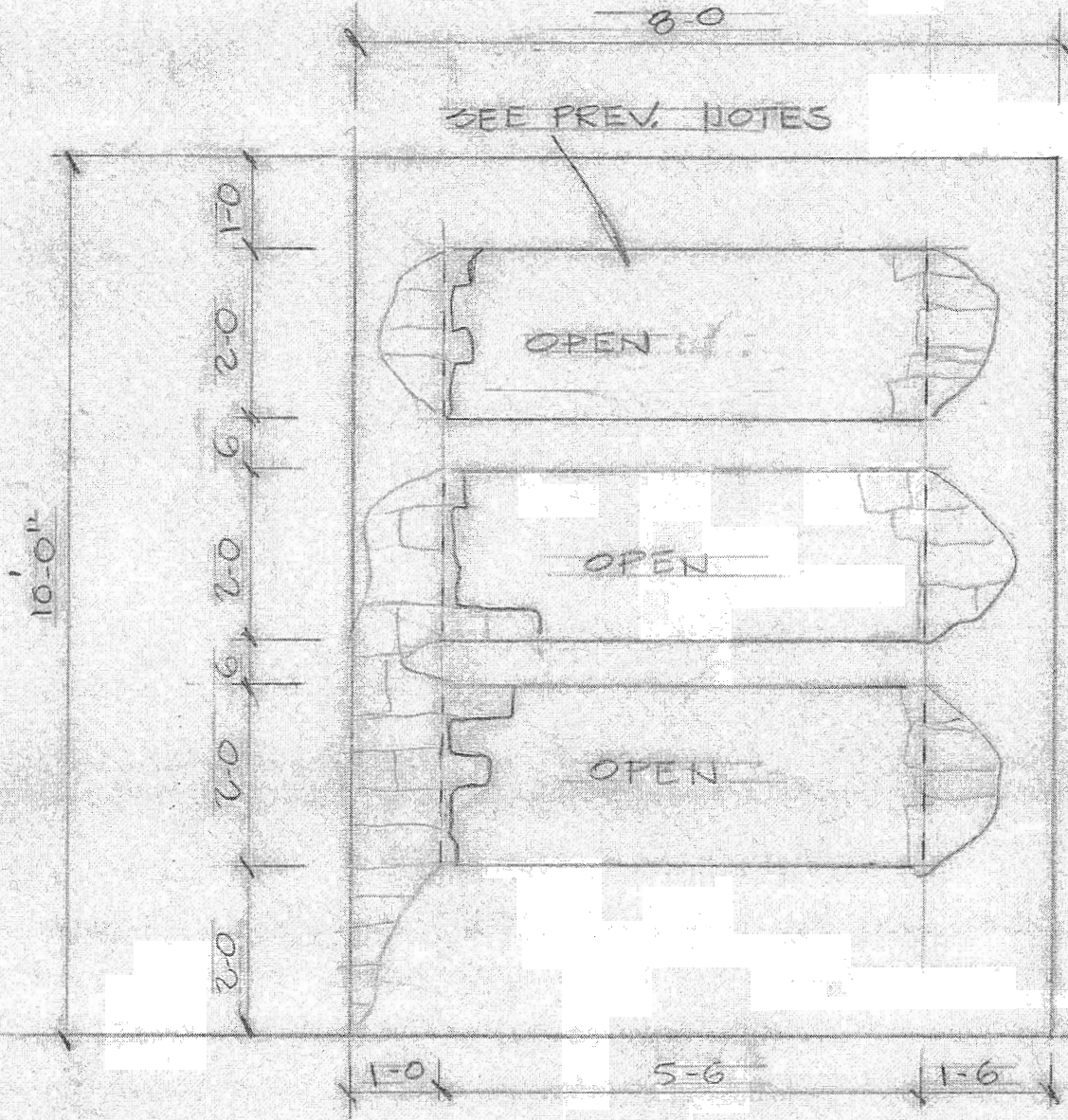
PROJECT HALLOWEEN HORROR NIGHTS XV  
SCALE 1/2" = 1'-0"  
DATE 06/05/05

AREA CATACOMBS

SHEET No.  
DC-71



# BUILD TO SUPPORT ACTORS



CA-15

# ELEVATION

$$1/2'' = 1'' - 0$$

SHEET NO.

二、

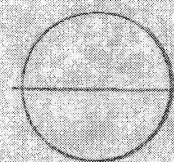
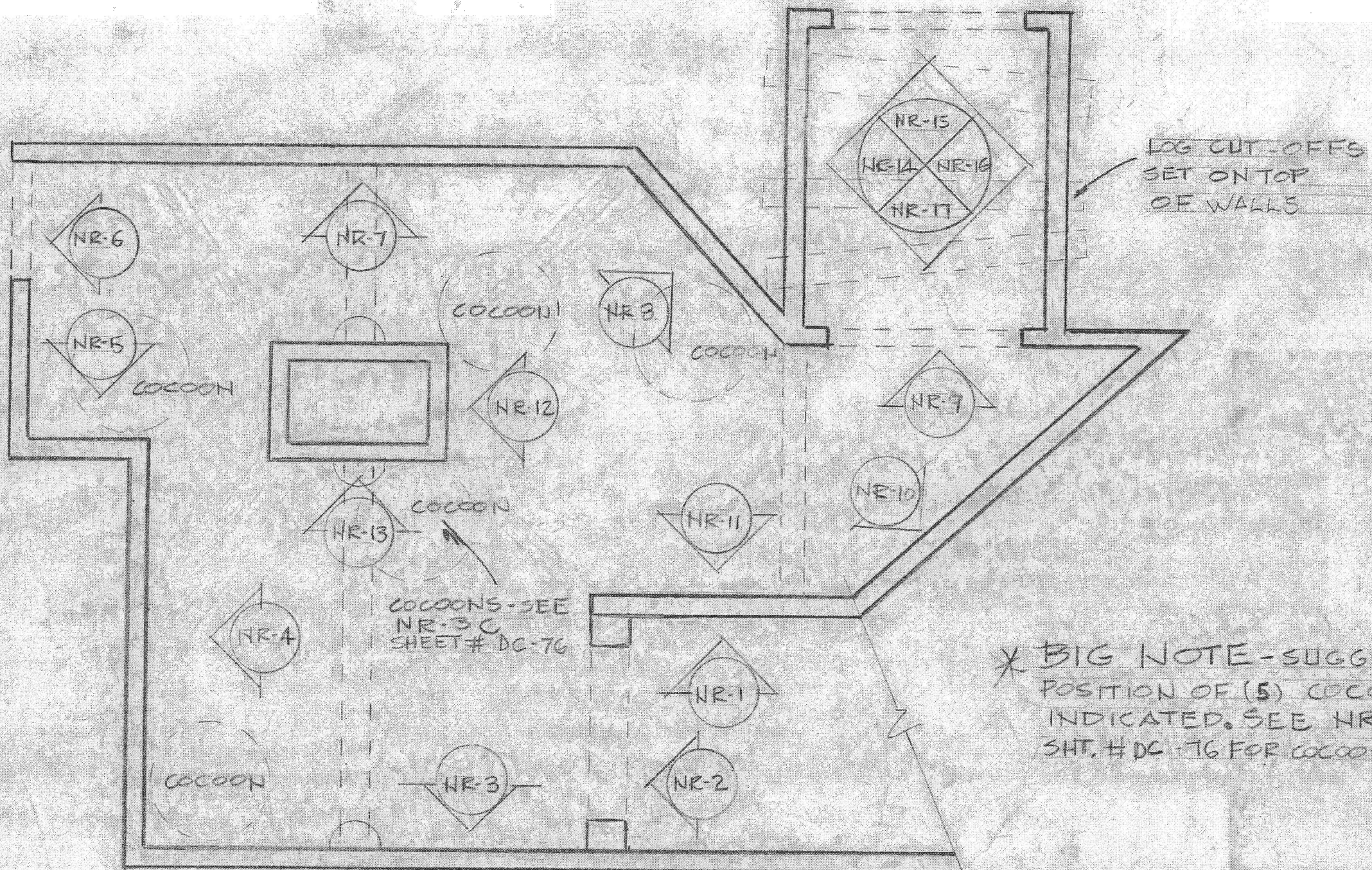
PROJECT HALLOWEEN HORROR NIGHTS XV

AREA CATACOMBS

SCALE  $\frac{1}{2}'' = 1'0''$

DATE 01/05/05





NESTING ROOM - GROUND PLAN

1/2" = 1'-0"

SHEET No.

DC-72

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA NESTING ROOM

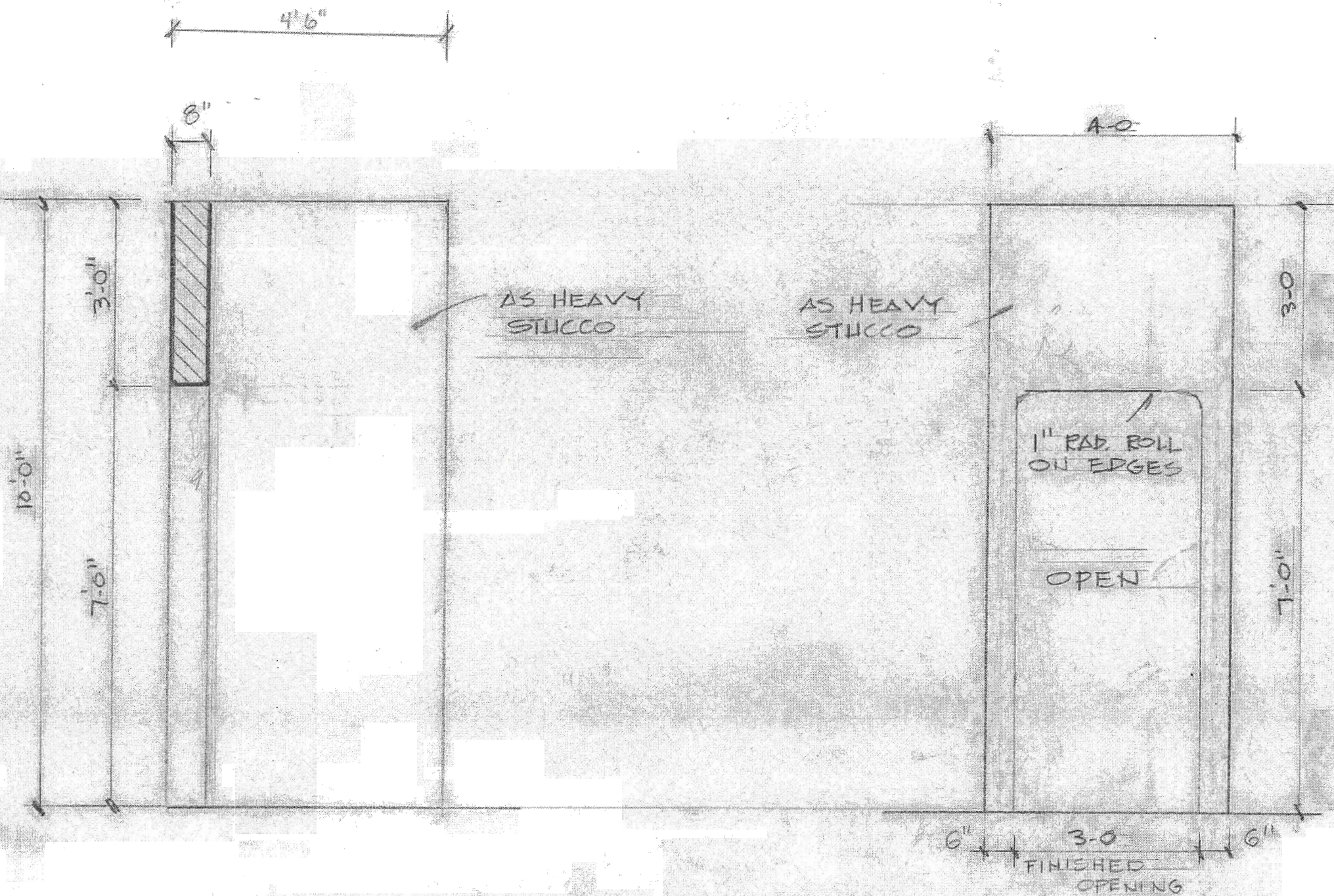
SCALE

1/2" = 1'-0"

DATE

06/05/05





NR-1 ELEVATION  
1/2" = 1'-0"

NR-2 ELEVATION  
1/2" = 1'-0"

SHEET No.  
DC-73

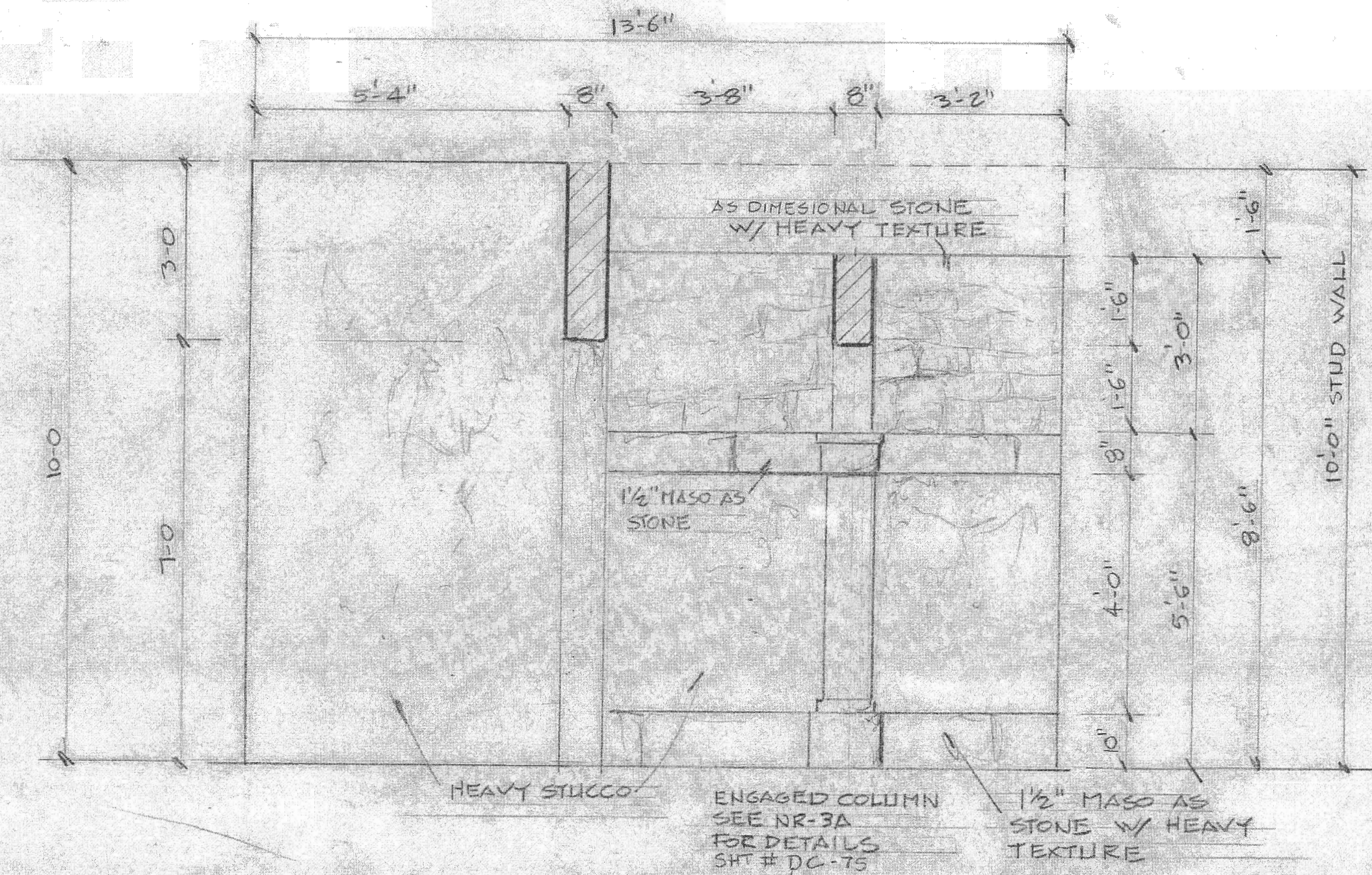
PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA NESTING ROOM

SCALE 1/2" = 1'-0"  
DATE 06/05/05

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COCONONS NOT SHOWN. SEE NR-3C



NR-3

ELEVATION

1/2" = 1'-0"

SHEET NO.

DC-74

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA NESTING ROOM

SCALE 1/2" = 1'-0"

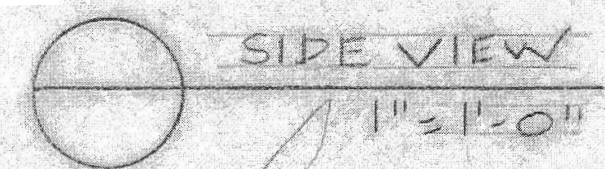
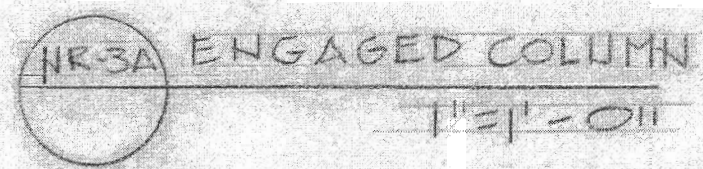
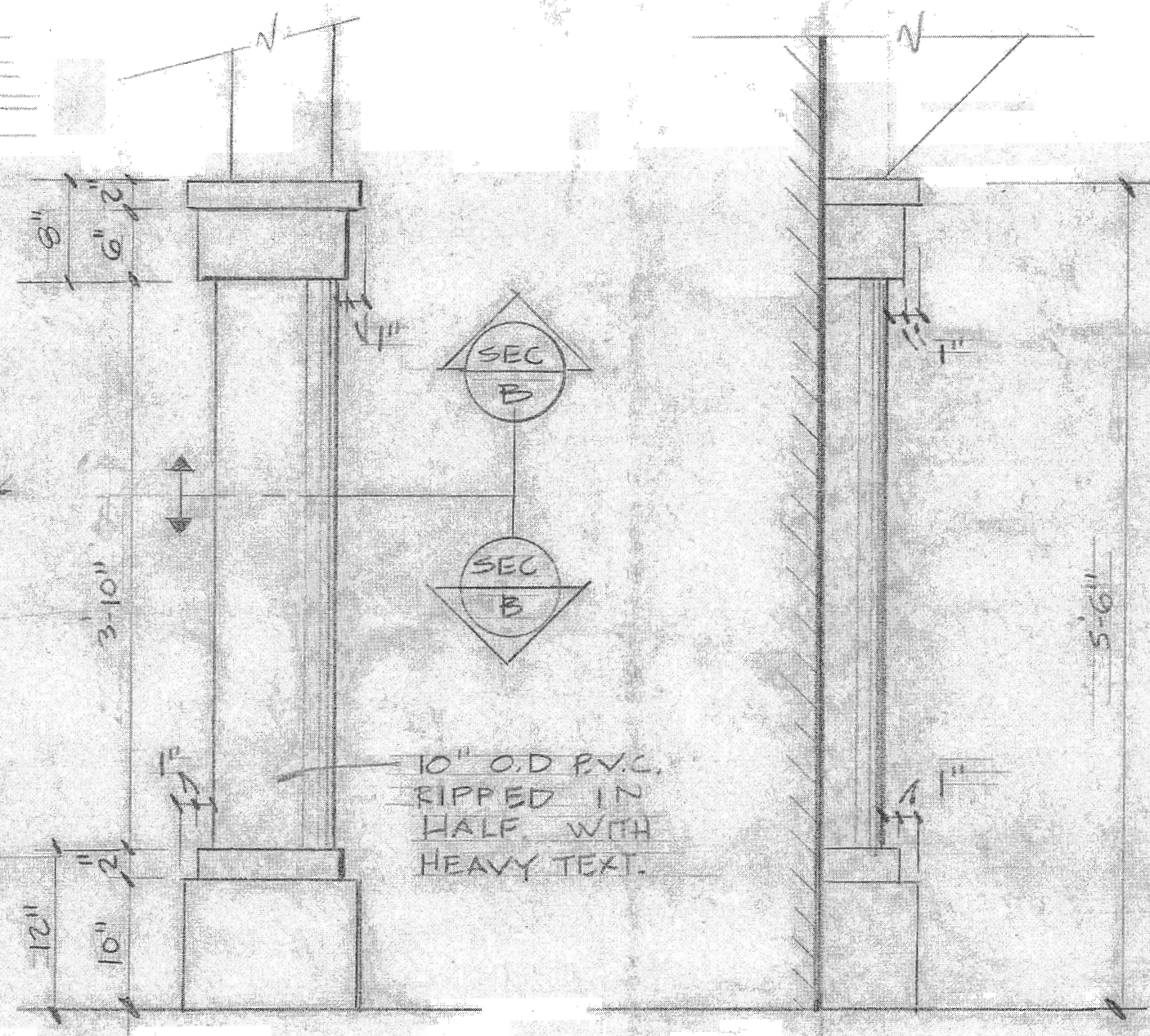
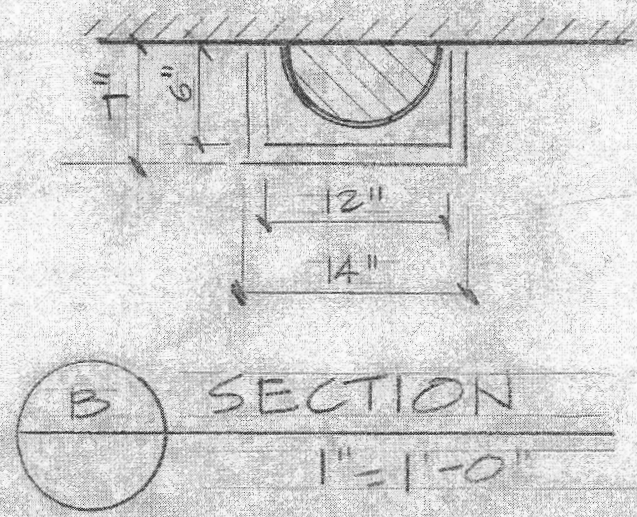
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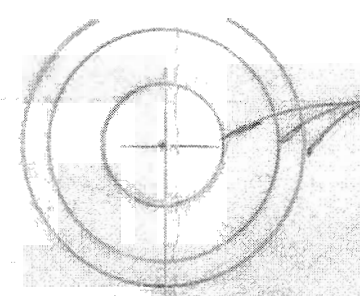


\* FINISH COLUMN AS  
SANDSTONE WITH  
HEAVY TEXTURE.





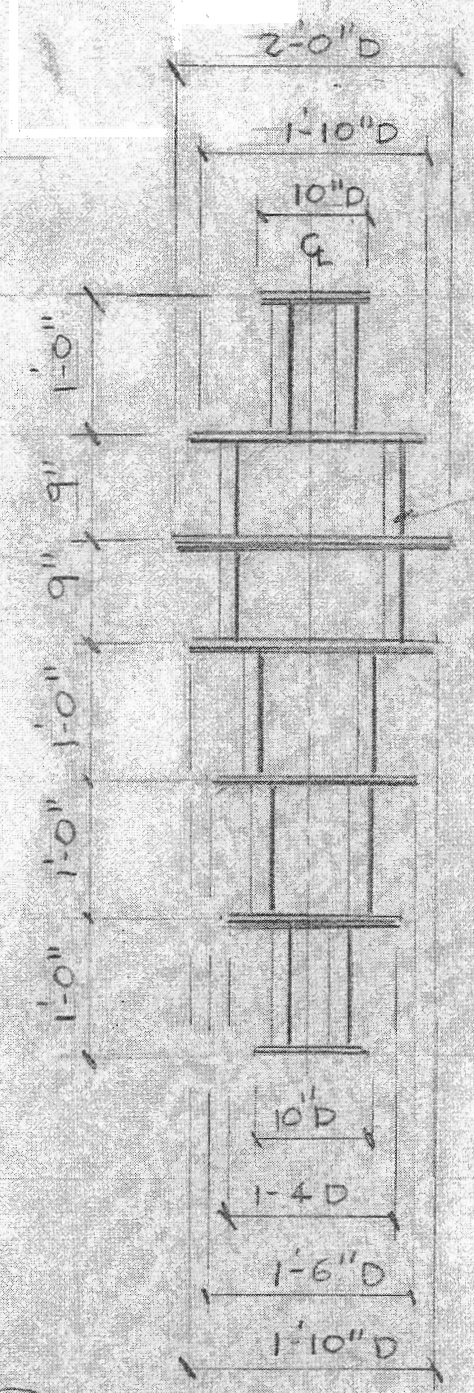
\*ATTACH DISKS OFF  
-CENTER FROM  
EACH OTHER TO  
GIVE ORGANIC  
FEEL.



1/2" THICK  
PLYWOOD  
DISKS OF  
VARIOUS  
DIAMETERS

BIG NOTE - SUGGESTED BUILDING TECHNIQUE  
ONLY, OTHER IDEAS WELCOME.

\*BUILD (5) WITH BASES TO STAND  
FREELY AND BOLT TO FLOOR.



ATTACH SPANDEX  
CONES OR NYLON  
SOCKS AND  
PULL TO TENTS

2x4'S TO  
SEPARATE  
PLYWOOD  
DISKS

PAINT POSITION OF  
BLACK & RED "WOMB"

KEEP HAY CLEAR  
OF "WOMB" TO  
CREATE CREVASSE.  
USE "GREAT STUFF"  
FOR ADD. TEXT.

SPANDEX  
CONES

ADD PIECES  
OF FAKE BONE

COVE FRAME WITH  
SPANDEX & SECURE  
IN REAR OF COCOON

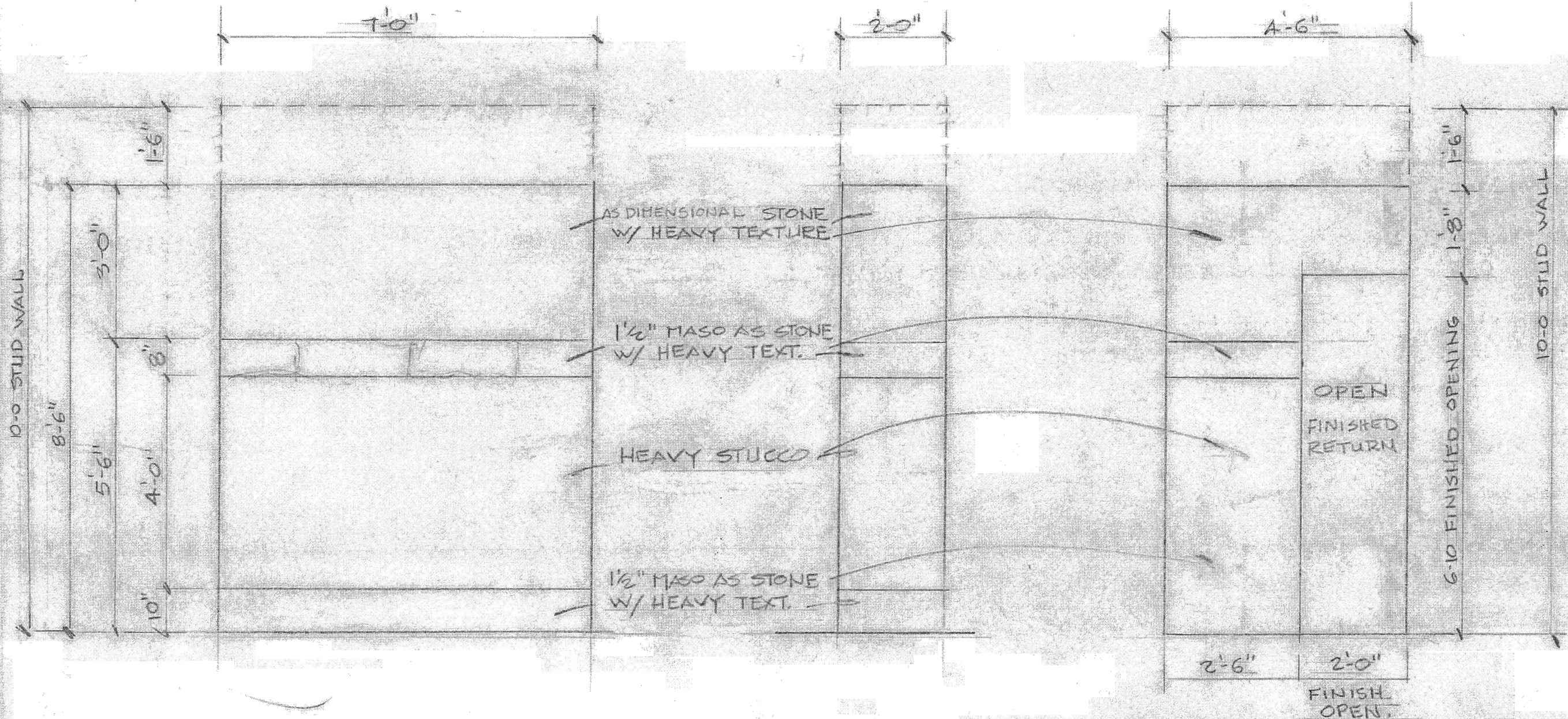
COVER COCOON WITH  
HAY & STICKS AND PAINT  
W/ SEVERAL COATS OF  
BLOCK FILL OR HARDCOAT

NR-3C COCOON FRAME  
3/4" = 1'-0"

SPANDEX SKIN  
3/4" = 1'-0"

COCOON TEXTURE  
3/4" = 1'-0"



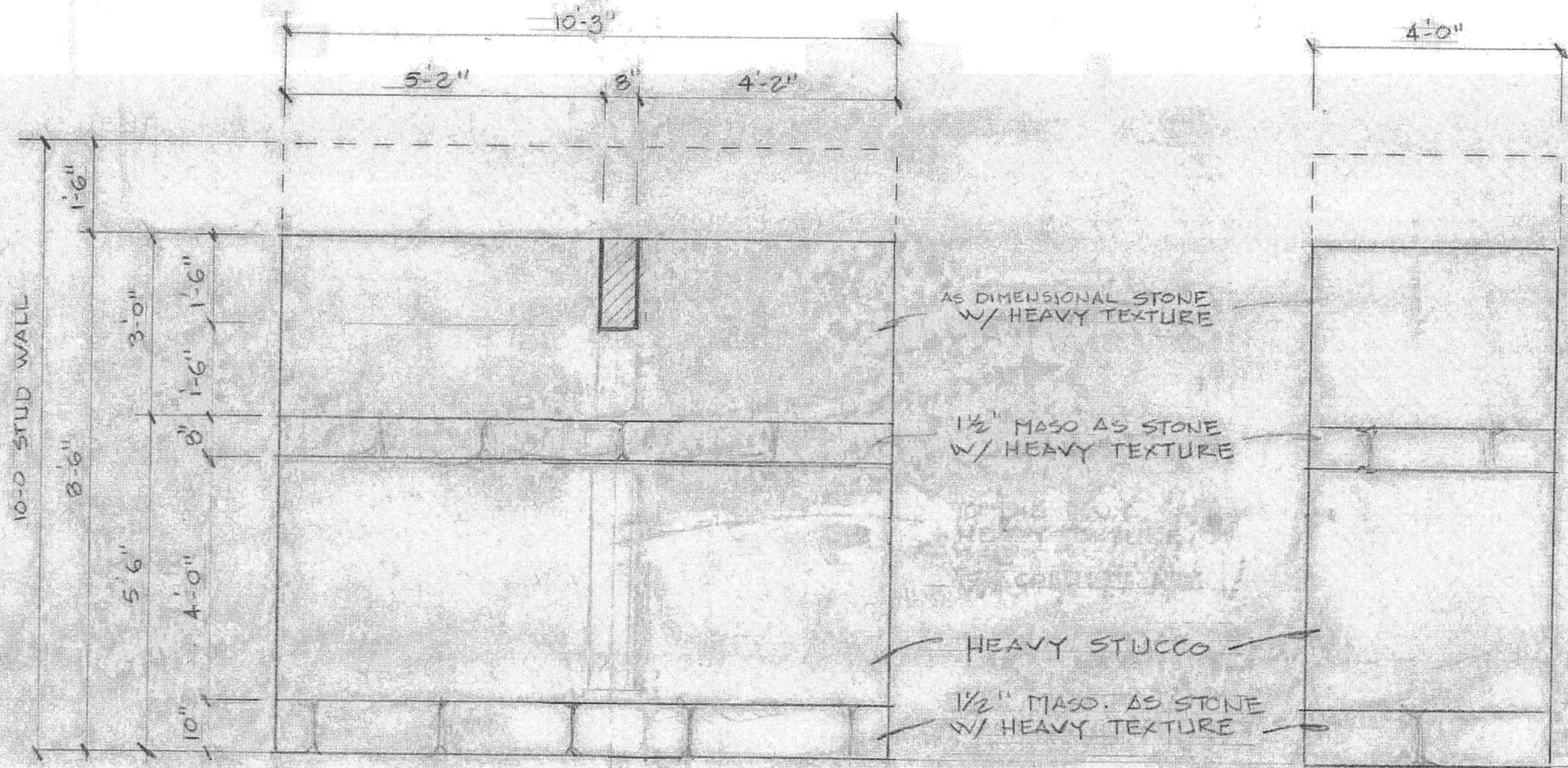


NR-4 ELEVATION  
1/2" = 1'-0"

NR-5 ELEVATION  
1/2" = 1'-0"

NR-6 ELEVATION  
1/2" = 1'-0"

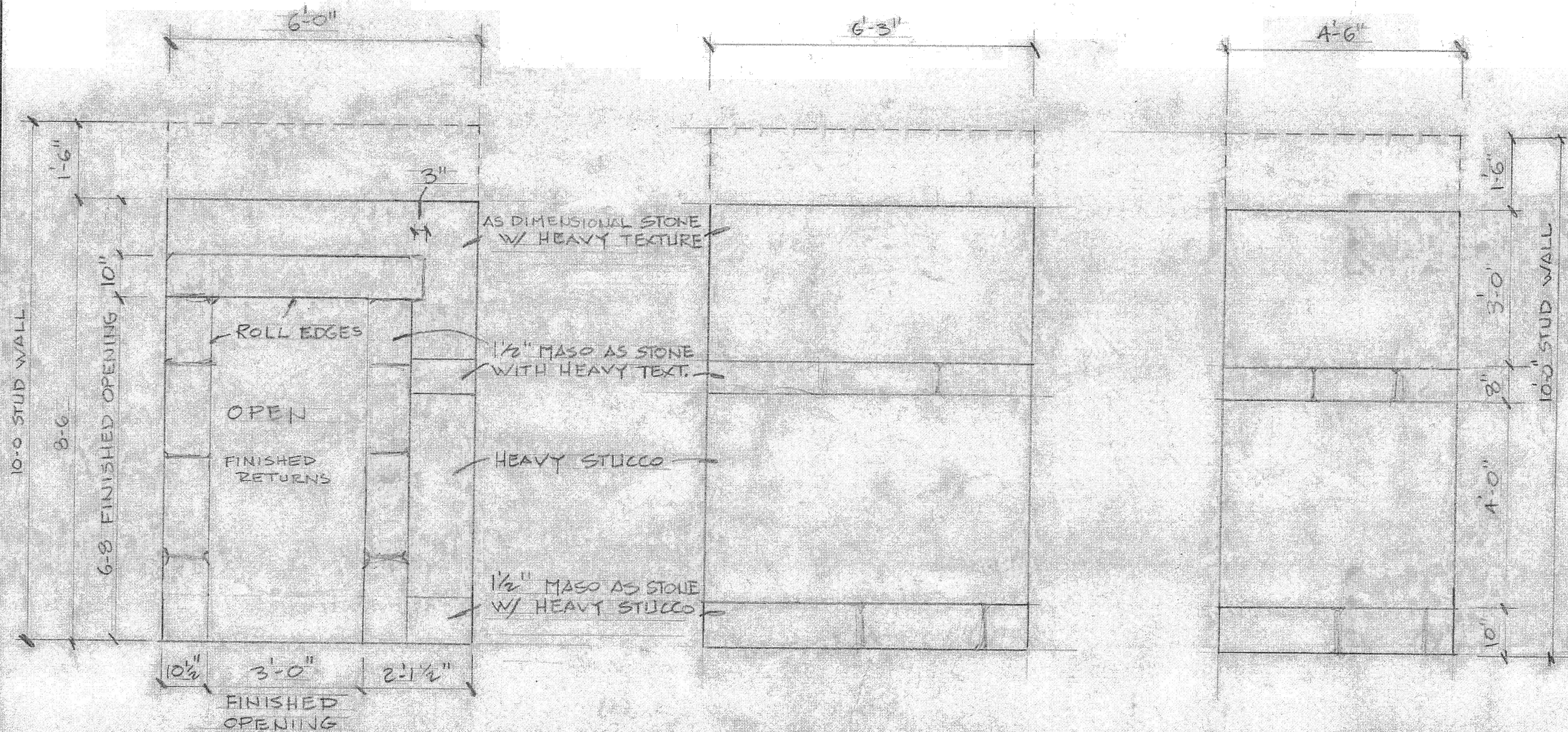




NR-7 ELEVATION  
1/2" = 1'-0"

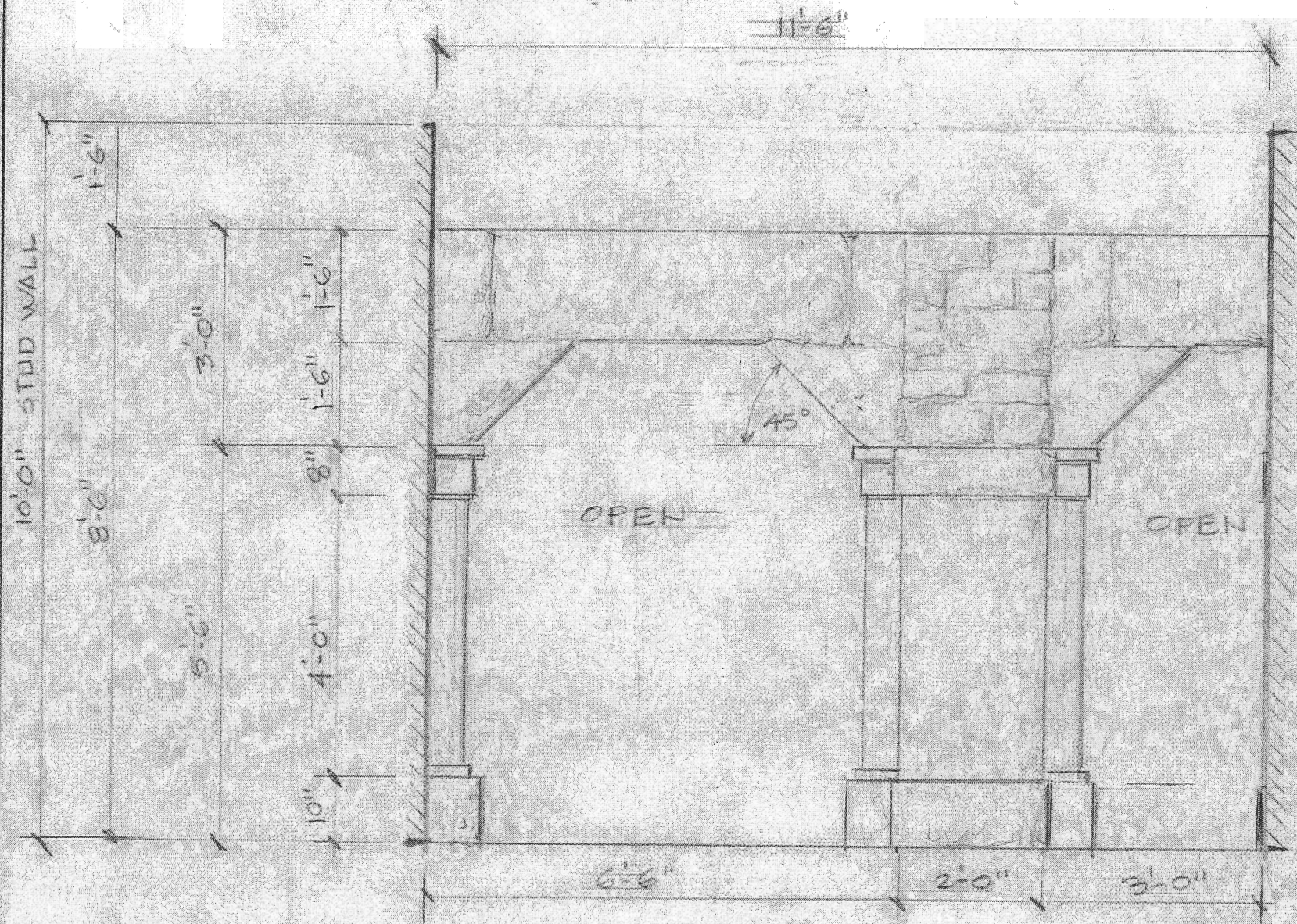
NR-8 ELEVATION  
1/2" = 1'-0"



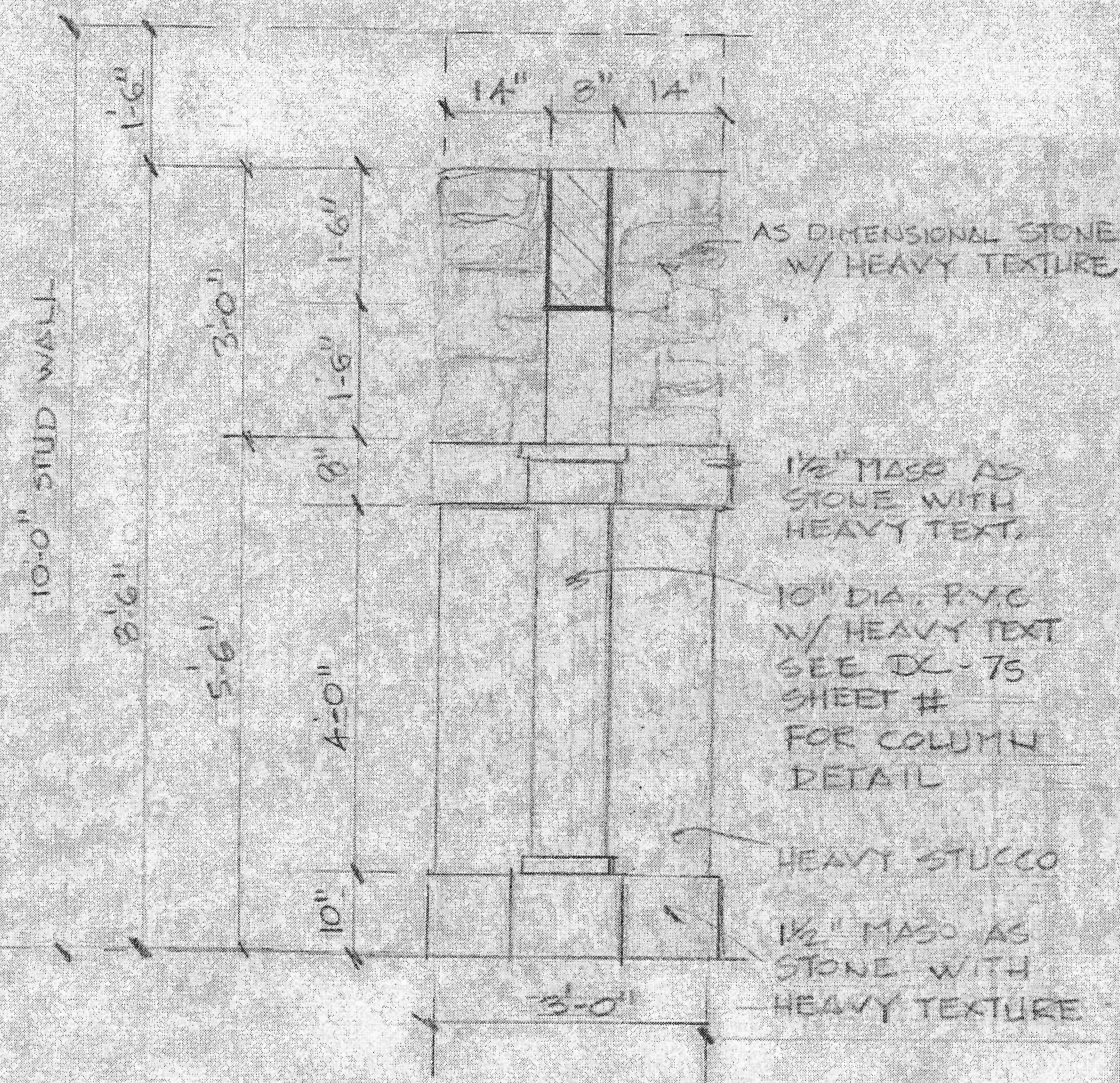




\*BIG NOTE - FINISH BOTH  
SIDES ON ELEVATIONS

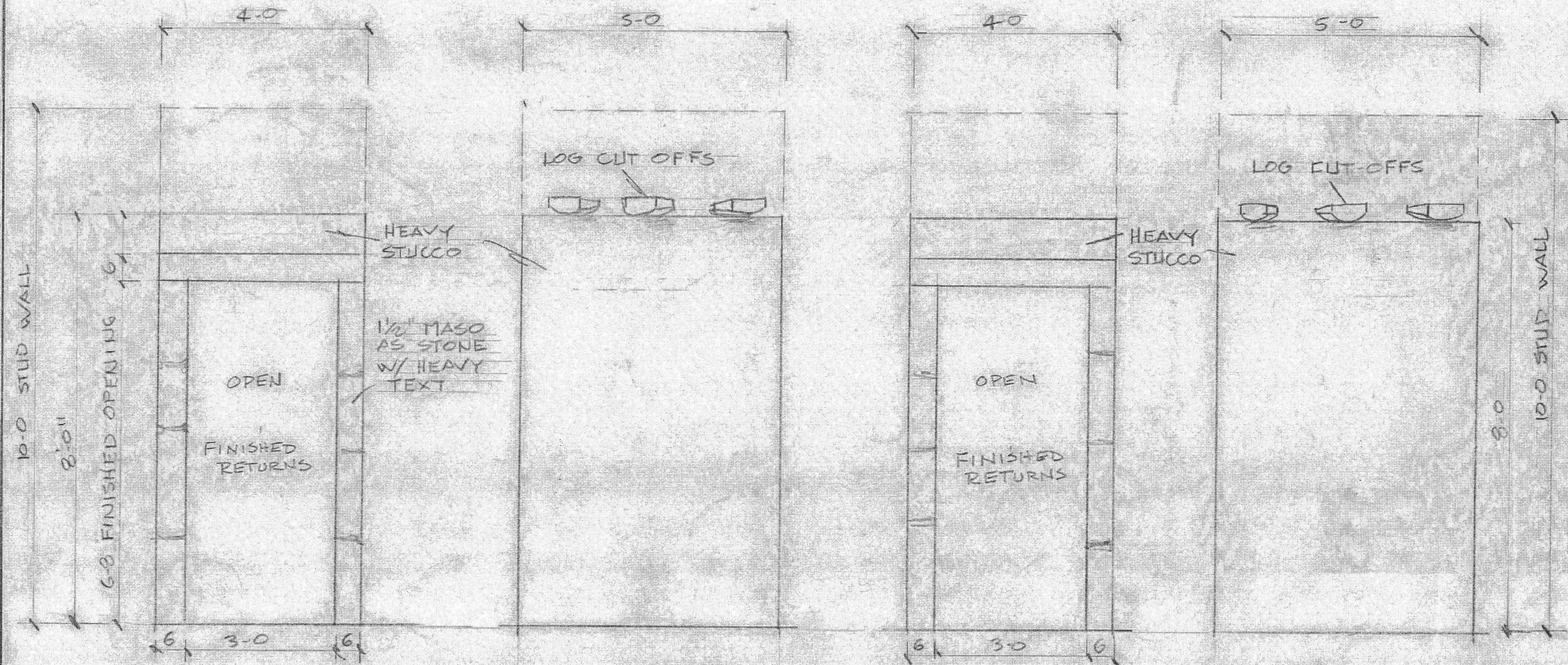


NR-12 ELEVATION  
1/2" = 1'-0"



NR-13 ELEVATION  
1/2" = 1'-0"





SHEET NO.  
DC - 81

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA NESTING ROOM

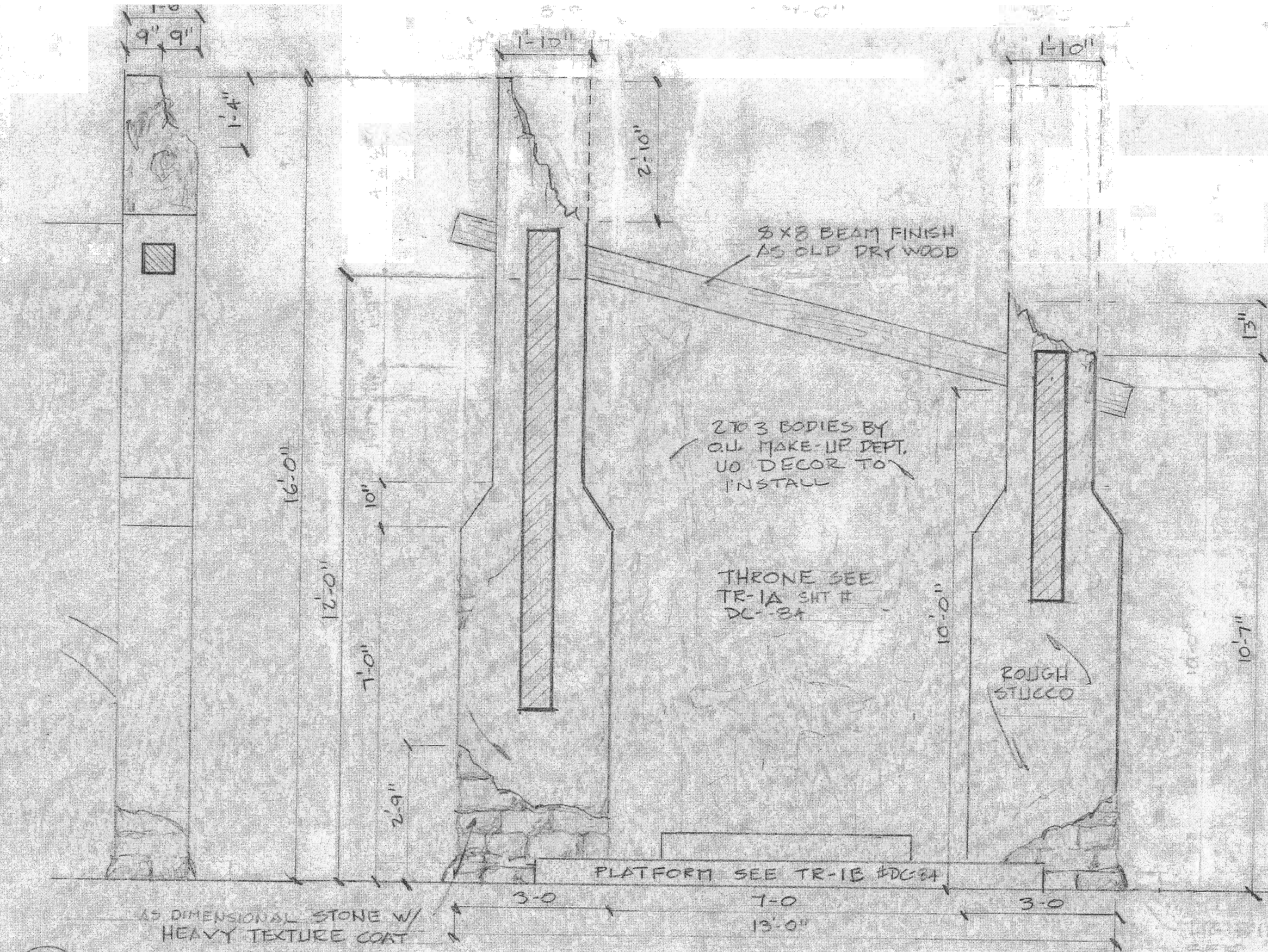
SCALE 1/2" = 1'-0"  
DATE 06/05/05

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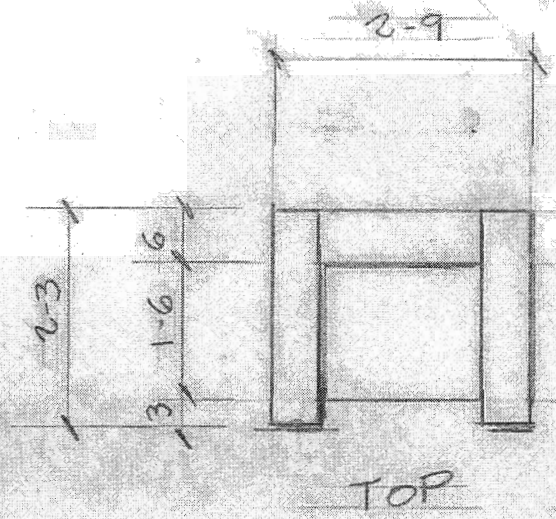




SIDE VIEW  
1/2" = 1'-0"

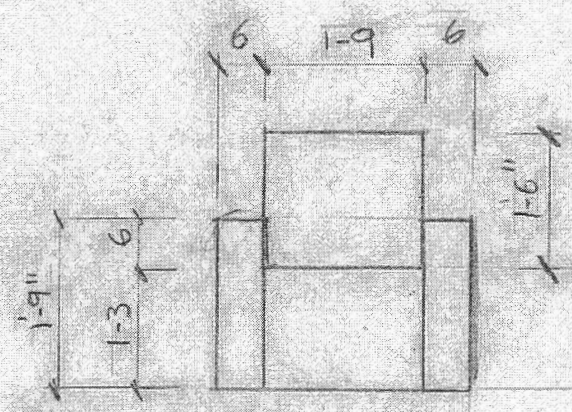
TR-1 ELEVATION  
1/2" = 1'-0"



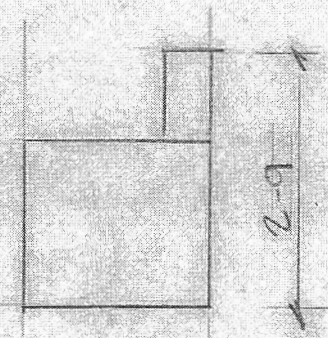


TOP

\*ADD PLASTIC SKULLS,  
BONES, BEADS & TRIM  
BY O.U. DECOR

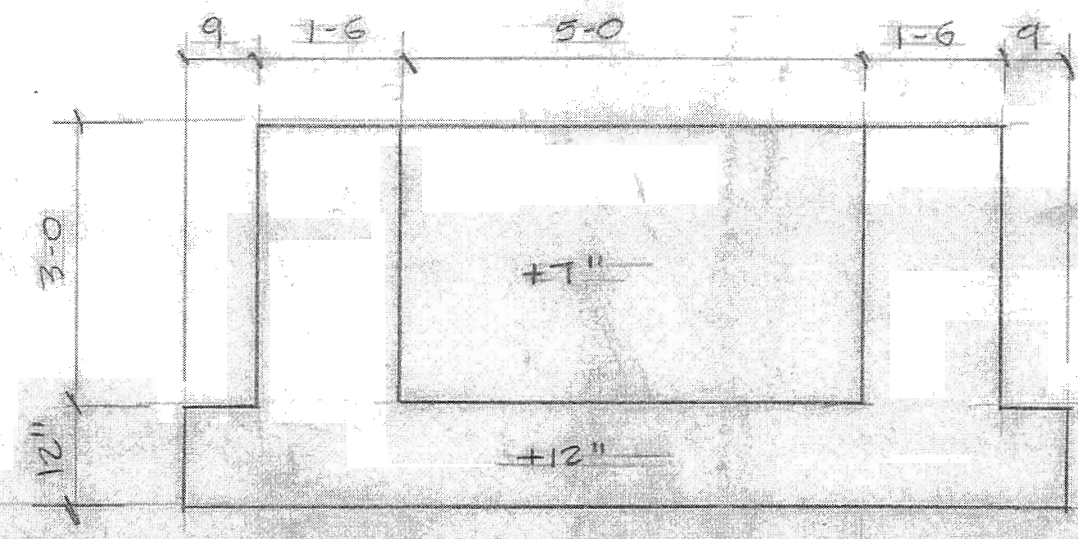


FRONT

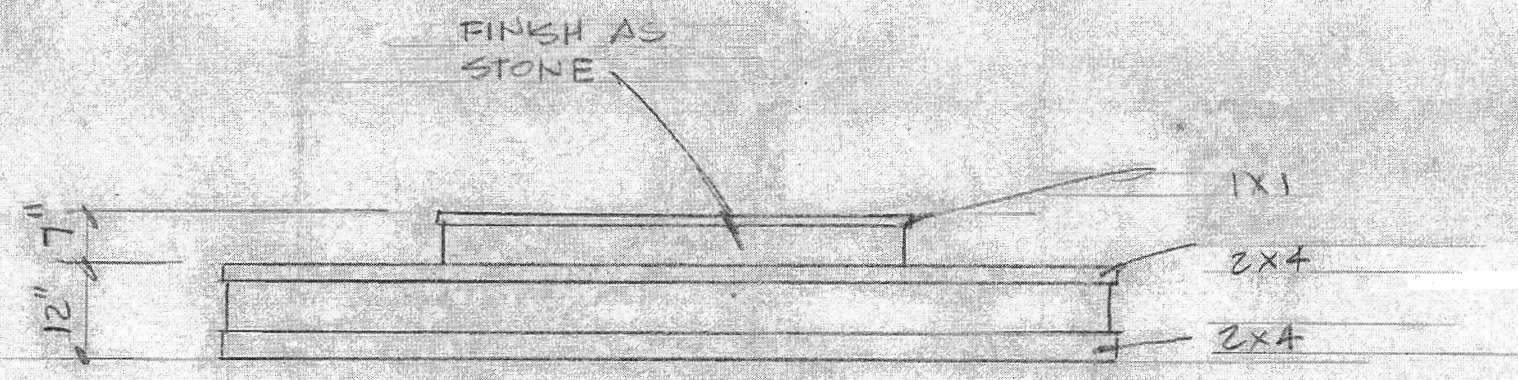


SIDE

TR-1A THRONE  
1/2" = 1'-0"

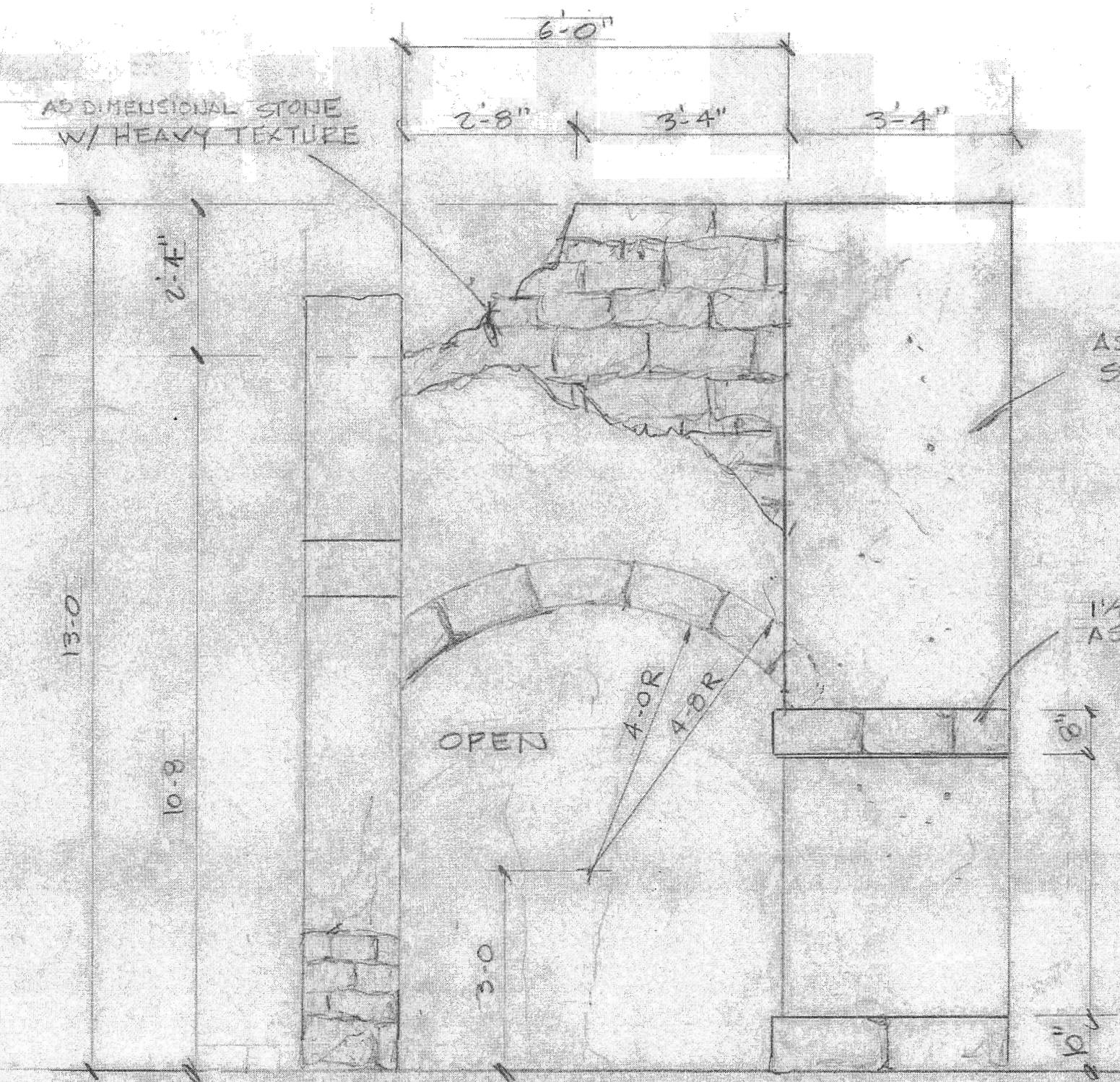


TOP VIEW  
1/2" = 1'-0"



TR-1B FRONT VIEW  
1/2" = 1'-0"





AD DIMENSIONAL STONE  
W/ HEAVY TEXTURE

\* BIG NOTE - FINISH  
BOTH SIDES

AS ROUGH  
STUCCO

1 1/2" MASO  
AS STONE

OPEN

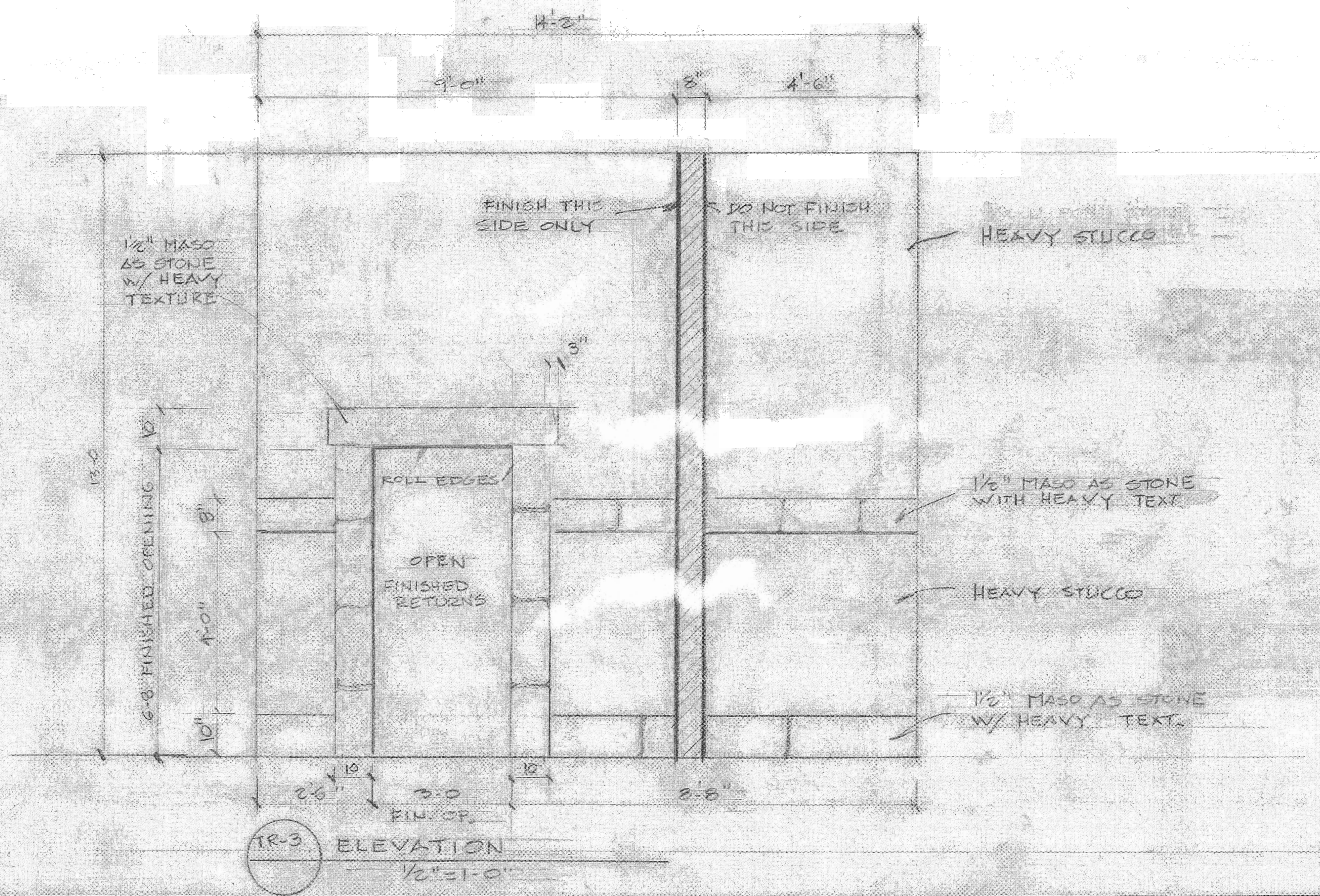
TR-2 ELEVATION  
1/2" = 1'-0"

SHEET No. DC - 85	PROJECT HALLOWEEN HORROR NIGHTS XV		SCALE 1/2" = 1'-0"
	AREA THRONE ROOM		DATE 06/05/05

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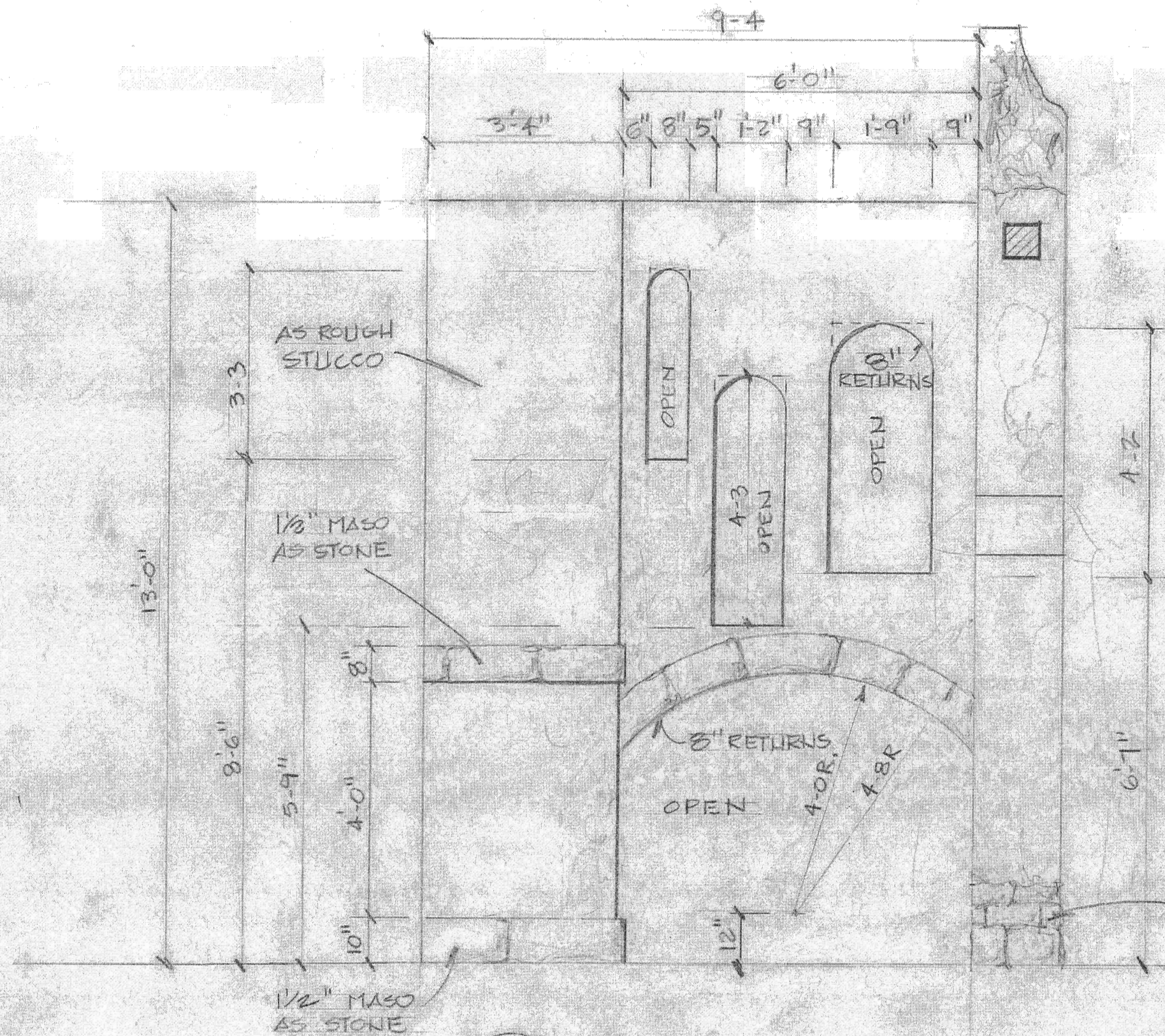


SHEET No. DC-06	PROJECT HALLOWEEN HORROR NIGHTS XV	SCALE 1/2" = 1'-0"
	AREA THRONE ROOM	DATE 06/05/05



TR-3 ELEVATION  
1/2" = 1'-0"

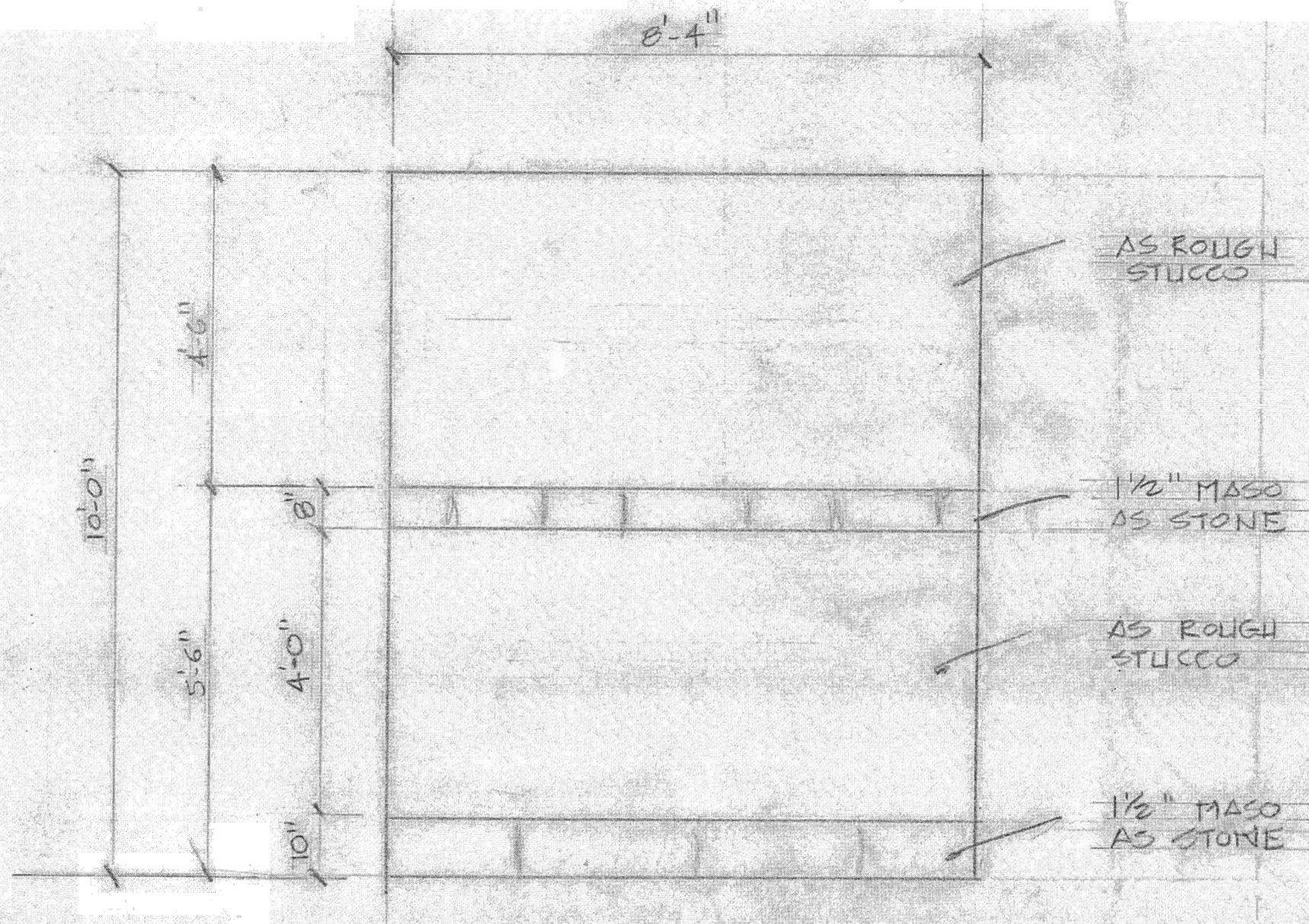




TR-4 ELEVATION  
1/2" = 1'-0"

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	AREA THRONE ROOM	DATE 06/05/05	





TR-5

ELEVATION

1/2" = 1'-0"

SHEET No.

DC-83

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA THRONE ROOM

SCALE 1/2" = 1'-0"

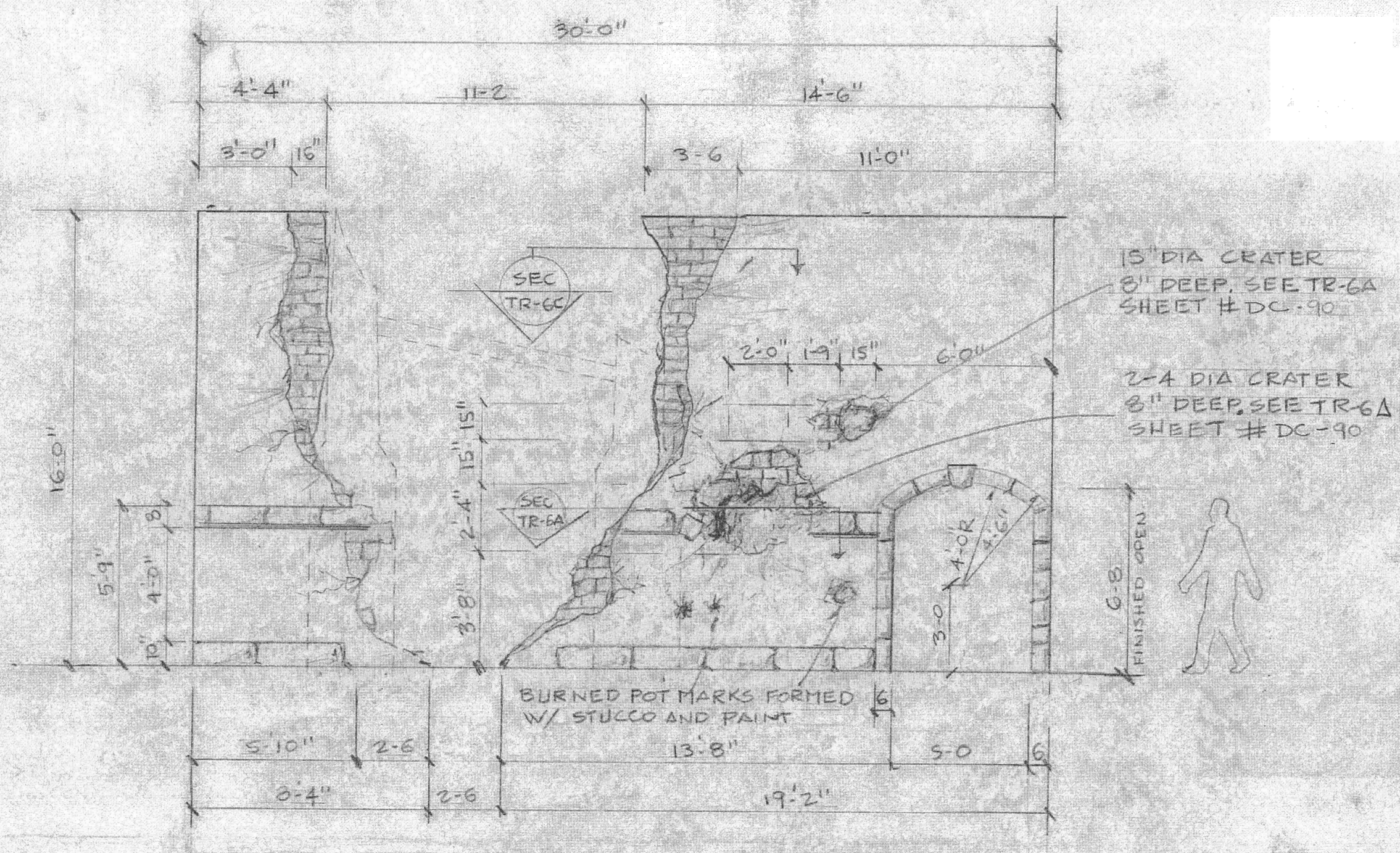
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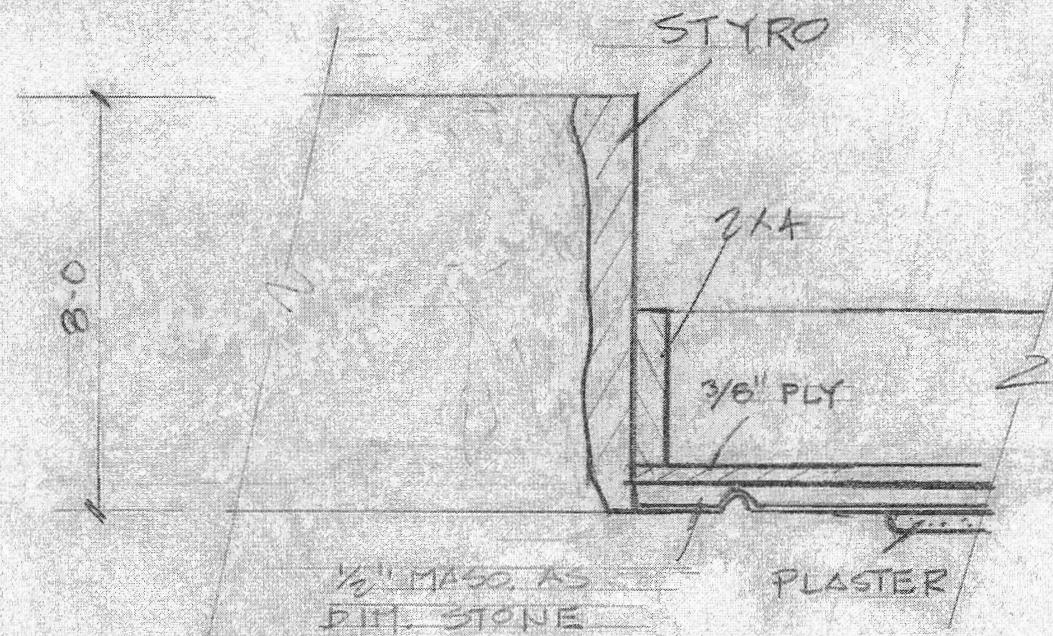
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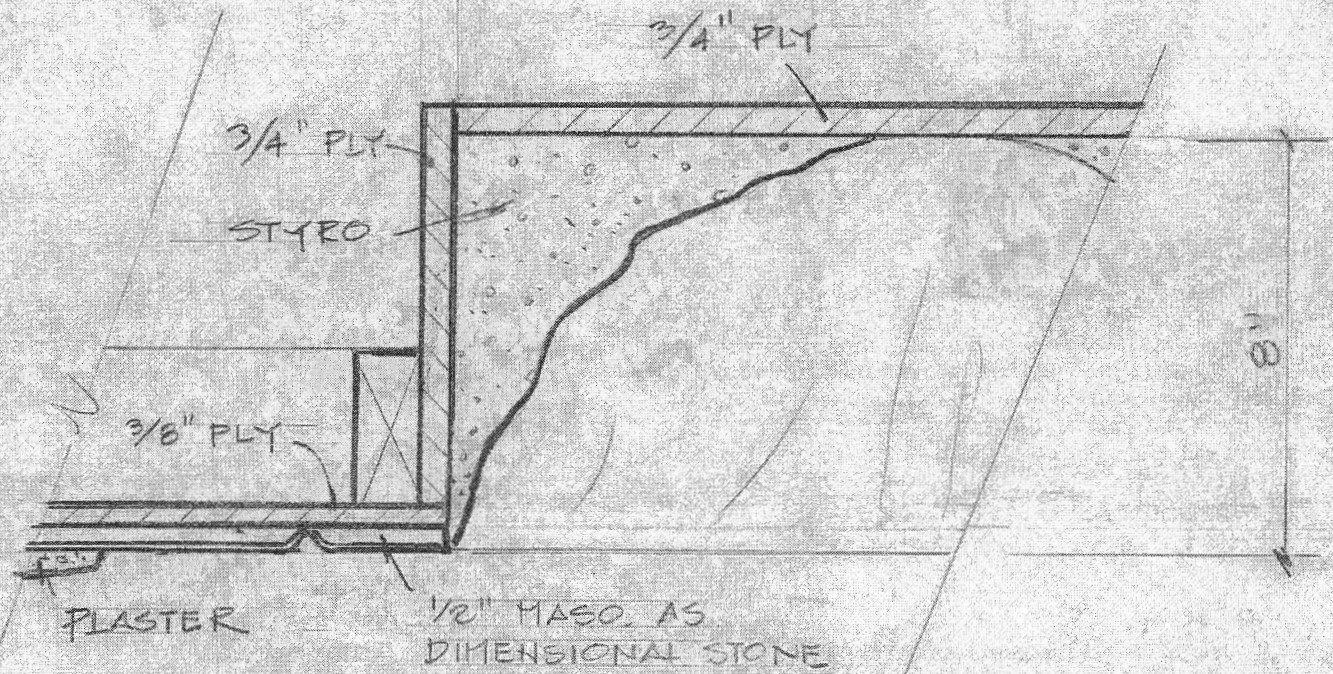


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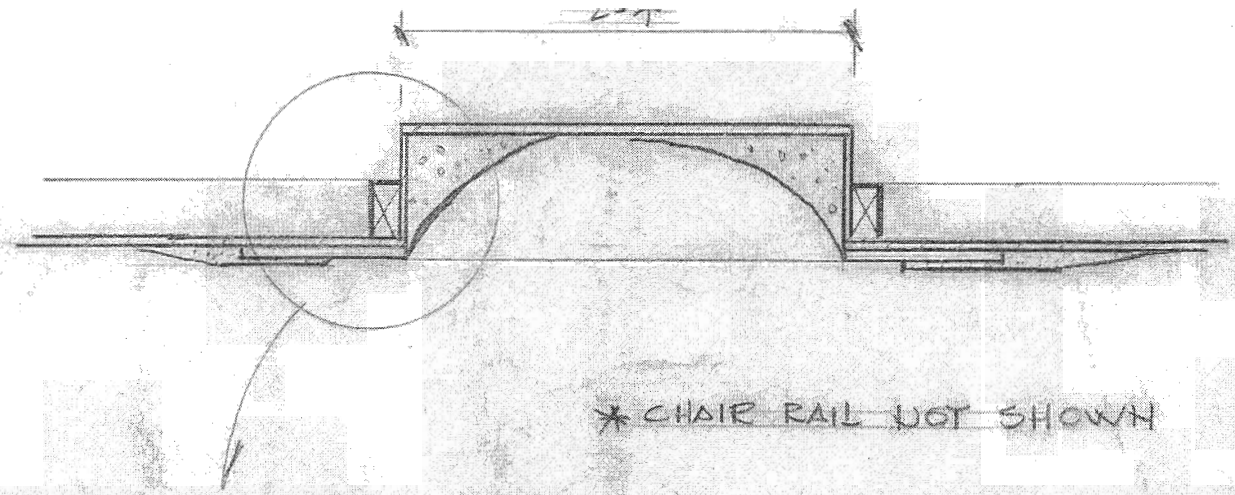




TR-60 SECTION  
3" = 1'-0"



TR-6A SECTION  
3" = 1'-0"



\* CHAIR RAIL NOT SHOWN

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SCALE AS NOTED

DATE 06/05/05

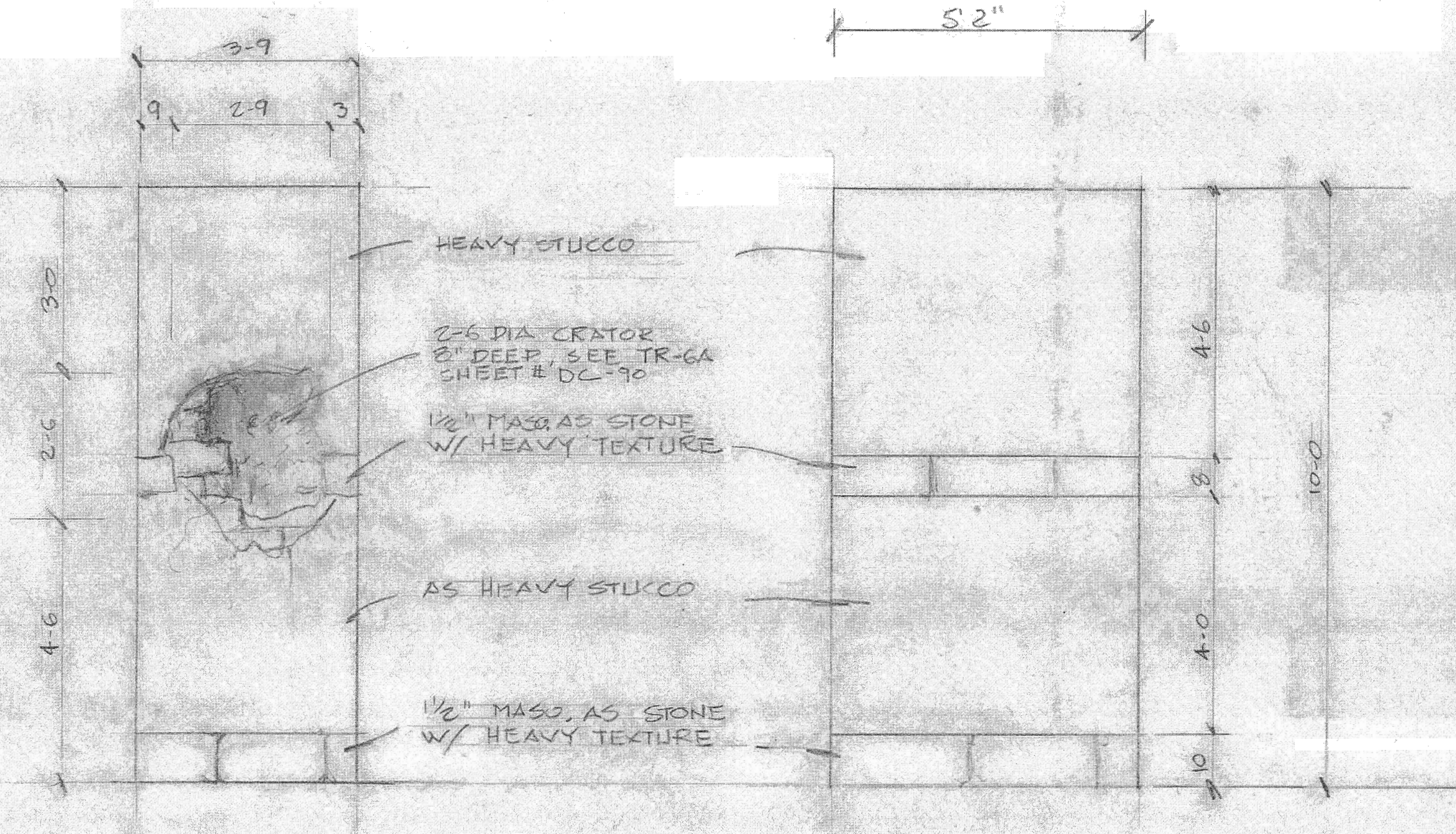
PROJECT HALLOWEEN HORROR NIGHTS XV

AREA THRONE ROOM

SHEET No.

DC-190

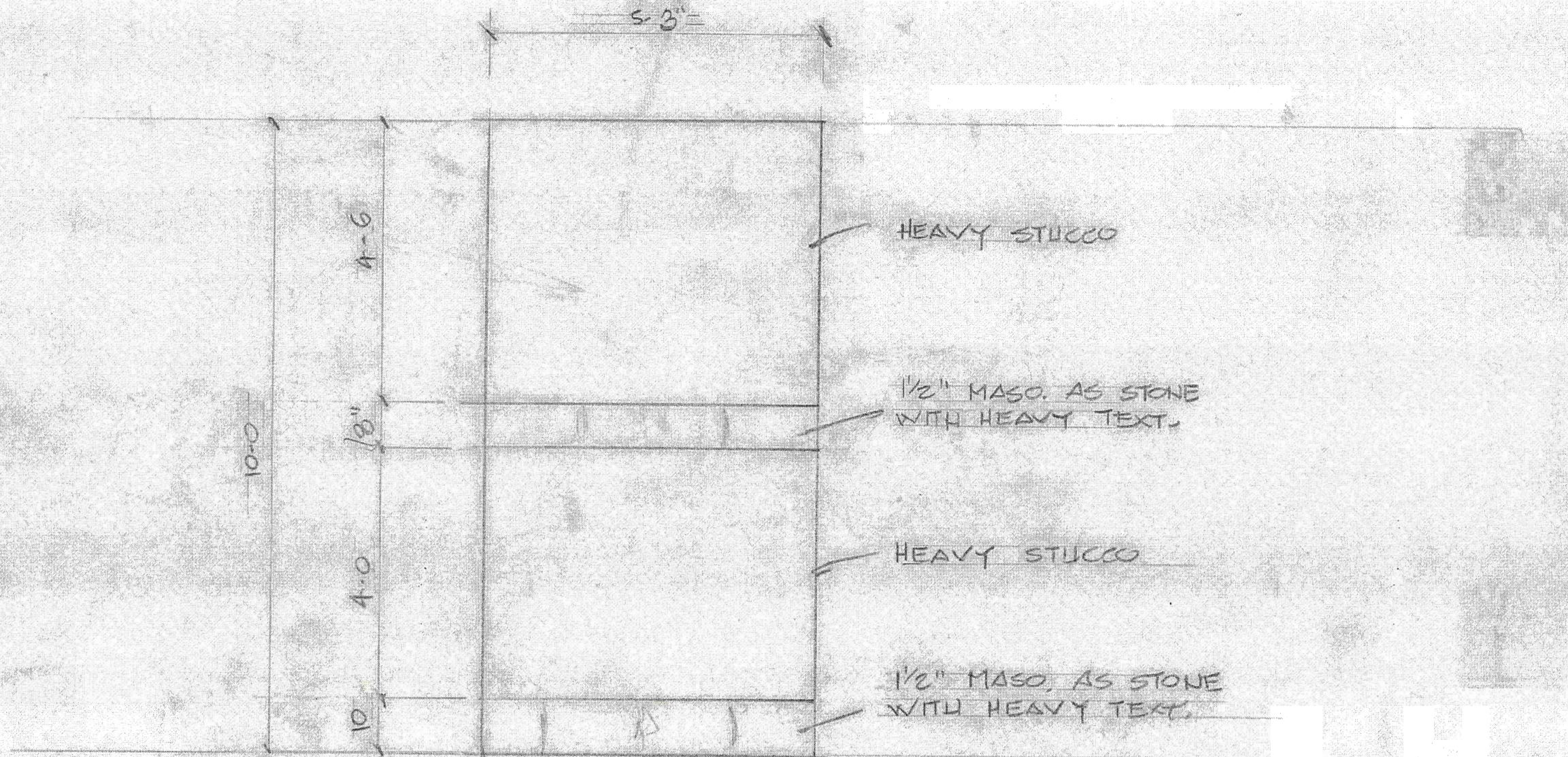




TR-7 ELEVATION  
1/2" = 1'-0"

TR-8 ELEVATION  
1/2" = 1'-0"





TR-9

ELEVATION

1/2" = 1'-0"

SHEET No.

DC-92

PROJECT HALLOWEEN HORROR NIGHTS XV

AREA THRONE ROOM

SCALE 1/2" = 1'-0"

DATE 06/05/05



ENTERTAINMENT  
ARTS DESIGN

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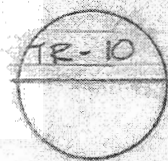


HEAVY STUCCO

1 1/2" MASO AS  
STONE WITH  
HEAVY TEXT

HEAVY STUCCO

1 1/2" MASO AS  
STONE WITH  
HEAVY TEXTURE



ELEVATION

1/2" = 1'-0"

10-0

8" 8"

3-0"

4-6

8

4-0

10

10-0

13-0

SHEET No.  
DC-93

PROJECT HALLOWEEN HORROR NIGHTS XV  
AREA THRONE ROOM

SCALE 1/2" = 1'-0"  
DATE 06/05/05



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